**A Hybrid Approach to Detect an Unstructured Environment**

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This system describes a novel hybrid approach to detect the edges and the corners of the images with an adaptive threshold edge detection algorithm, which filters the noise resultant classes, to determine the high and low thresholds of the edge detection algorithms. This method is used to effectively identify the various objects, but depends on the input images that are provided to it. The unstructured objects can be identified by its edge orientations, the procedure for building a hybrid algorithm by taking simple horizontal and vertical gradients and determining a gradient magnitude and direction for each pixel of the input image. In this paper we propose a hybrid algorithm to identify the outline of the objects which uses a combination of canny edge detection and prewitt edge detection algorithm. Test results indicate that, the amount of computation of this algorithm is more efficient when compared to any other algorithm and still provide high performance.

 **Radio Frequency Identification (RFID) Shopping Cart**

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 The RFID technology is evaluated for use in retail stores to replace barcodes system. The theme of the project is RFID Shopping Cart Scenario. At checkout lines, people can just walk through a checkout area get a bill for the merchandize purchased within seconds and walk out with the products. The bill is generated as when the shopping takes place and is updated accordingly. Comparing to barcodes scanning, it makes shopping a less time-consuming experience, which is favored in today’s society. Detecting products are made easier and no more scanning of products. There are many problems like orientation, identical items, loosing products from shelves and trolleys. The problems of loosing products from shelves and trolleys have been solved through the project. RFID technology is much more efficient and easier to use. Moreover they are reusable. The same tag can be reused again and again for similar products.The products that goes missing from a trolley are detected using sensors and an sms alert is sent to the corresponding user which is the development of this project.

**Ship Sailing With Channel Buoy Using Ultrasonic Sensor**

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This project proposes the function of recognition, tracking, and surveillance provided by maritime communication system is very important for the safety sailing and transmission of information between ships and harbour. The Channel buoy functioning safety sailing in and sailing out around the harbour guides the path of ship. This is especially true for marine operations, including search and rescue. The most accurate method for mariners to navigate, measure speed and determine location. This enables increased levels of safety and efficiency for mariners worldwide.Microcontroller is interfaced with ultrasonic sensor, angular sensor, temperature sensor, voltage and current MMT, LCD display and keypad. Here the microcontroller is already programmed with our desired objective. The channel buoy maintains the safety of ships that are sailing in and sailing out with light signals from high intensity LED. In bad weather condition, high intensity LED light signal may not be visible to the sailor. To overcome this issue we using ultrasonic sensor placed in the channel buoy are floats on the sea surface in a desired fashion. When the ships enters across the channel buoy, the signal from ultrasonic sensor breaks and thus intimates the sailor that the ship is travelling in a correct path and if the signal does not break at any point then the ultrasonic sensor sends the signal to the microcontroller and it activates the alarms the sailor that the ship is travelling in a wrong path. In existing system, when the lifetime of the battery ends no intimation will be sent to the harbour. In proposed system, backup battery will be placed in a channel buoy that will automatically switch when the lifetime of the 1st battery ends and the intimation about the 1st battery will be sent to the harbour.

 **ROBUST FACE-NAME MATCHING FOR VIDEO CHARACTERIDENTIFICATION**

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Automatic face identification and name matching of persons in video has drawn significant research interests and led to many interesting applications. It is a challenging problem due to the huge variation in the appearance of each person. Although existing methods demonstrate promising results in clean environment, the performances are limited in complex scenes due to the noises generated during the face tracking. This is done by splitting the video into frames and face is detected from the video. In order to track the face Viola Jones algorithm is used. Then the facial features are tracked using a new Hidden Markov Model (HMM)-based face recognition algorithm. As a novel point despite of fivestate HMM used in pervious researches, in this work 7-state HMM is used to cover more details. As another novel point, this paper uses small number of quantized Singular Values Decomposition (SVD) coefficients as features describing blocks of face images. This makes the system very fast. Thus the proposed scheme can also used to demonstrate the state-of-the-art performance on video character identification in various genres of videos. The work has been implemented in MATLAB.

**BIOMETRIC ENCRYPTION USING ELLIPTIC CURVE CRYPTOGRAPHY WITH STEGANOGARPH**

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The people are interested in increasing their privacy and keeping their secrets to themselves without adding any complexity to the already existing systems. The traditionally used passwords and pin numbers have to be remembered or carried with them and even that has to be kept a secret. The question ‘who you are’ paved the way for use of biometrics to be used as secret keys. A method is proposed for generation of unique cryptographic key which is generated using finger print of the user. The key is further protected by a second level of security using steganography. Biometrics, cryptography and steganography will provide good perspectives for information security. We propose an algorithm for deriving the key from biometric for ECC (Elliptic Curve Cryptography) based applications which will provide high security with good performance in terms of computationalrequirements. This approach is implemented in MATLAB and can generate variable size cryptographic key, with minimum amount of time complexity, which is aptly suited for any real time applications.

**Advanced Ad-hoc On demand Distance vector Routing Protocol with privacy preserving technique**

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 Privacy is the main criteria for a transmission between the Source and Destination in the Mobile ad-hoc Network. A number of schemes have been proposed to protect privacy in ad hoc networks. Many schemes failed to say about the linkability and observability criteria and that can make the network to be transparent. Some other schemes will not led to provide the information about the network and packets. To overcome the above demerits with increased privacy with unlinkability and unobservability we go for this Advanced AODV with Privacy preserving technique. In this paper we implement the group signature and id based encryption to decrease the transparency and to increase the authentication. It can be justified by the comparison of the current and the default Schemes. Here the Simulating part is done on the platform of Network Simulator.

**Detection of good neighbour nodes and wormhole nodes in adhoc networks**

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Mobile Ad Hoc Networks (MANETs) have become more popular and significant and are deployed in ubiquitous and pervasive applications. In this adhoc networks, routes may be disconnected due to dynamic movement of nodes. So, route selection and topology combination is very difficult and challenging issue. Such networks are more vulnerable to both internal and external attacks especially wormhole attacks, which are more challenging. Most existing wormhole detection techniques requires special hardwares such as directional antennas or synchronized clocks which reduces the speed and efficiency of the network. In this paper, a method called GNDA is used for identifying good neighbour nodes in the network. This method optimizes the routing issues by using AODV. Then, a novel technique for wormhole detection is applied on the suspicious nodes which confirms and traces the wormhole links. At the end the confirmed wormhole nodes are isolated. This approach exploits the fake linking introduced by the wormhole inside the network and it fairly detects the endpoints of the wormhole. The simulation results show that the entire wormhole link can be detected with high probabilities and very low false positive rates.

**Performance Evaluation of Different Spectrum Sharing Techniques To Reduce The Routing Delay In Cognitive Radio Networks**

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Upto 3G spectrum allocation is done in a fixed manner. But in day to day life, spectrum scarcity is a major problem. To overcome this, spectrum allocation is done in a dynamic manner in cognitive networks. A cognitive radio network is one which has cognitive capability and re configurability. In this project, the performance of different spectrum sharing techniques is going to be analyzed. When a cognitive user shift from one spectrum to another, because of the primary user activity, the switching delay will reduce the speed of routing. To reduce this switching delay, spectrum sharing is done using multi-antenna in which two separate optimization algorithms are designed for overlay and underlay based on primary activity. This will reduce the spectrum switching delay. Then, this is going to be compared with the bipartite graph based spectrum sharing techniques. By using these two techniques, the routing delay analysis is performed.

**REMOTE PATIENT’S MONITORING WITH EMERGENCY SERVICE USING RFID**

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This project is about recent developments in off-the-shelf wireless embedded computing boards and the increasing need for efficient health monitoring systems, fueled by the increasing number of patients, has prompted R&D professionals to explore better health monitoring systems that are both mobile and cheap. This work investigates the feasibility of using the RFID embedded technology in health-related monitoring applications such as patients heart beat, body temperature and BP range. Selected vital signs of patients are acquired using sensor nodes and readings are transmitted along Serial cable by utilizing the RFID communication protocols.

**ANDROID BASED REMOTE E- LEARNING AND LABORATORY PARAMETERS MONITORING SYSTEM**

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An application developed for mobile devices with Google Android operating system is integrated for Mobile learning System. A Portable lab is used to analyze several poor quality power supply occurrences. A real time measured data is stored by a local signal processing module for mobile remote laboratory which is connected to a database server. An complementary of classic laboratory lessons was an mobile application. Mobile Learning has been receiving increased attention from diverse conferences and publications. The attention is well deserved because, if correctly implemented, it constitutes an efficient complementary tool to the traditional learning methods. The developed system is a step forward in the development of mobile learning courses, presenting new contents directed for a ‘hot’ platform. This paper describes the system, giving special focus on the system’s overall infrastructure and the chosen technical solutions for the mobile application implementation, as well as on some preliminary results.

**Ship Detection with Wireless Sensor Networks**

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Surveillance is a critical problem for harbor protection, border control or the security of commercial facilities. The effective protection of vast near-coast sea surfaces and busy harbor areas from intrusions of unauthorized marine vessels, such as pirates smugglers or, illegal fishermen is particularly challenging. In this paper, we present an innovative solution for ship intrusion detection. Equipped with three-axis accelerometer sensors, we deploy an experimental Wireless Sensor Network (WSN) on the sea's surface to detect ships. Using signal processing techniques and cooperative signal processing, we can detect any passing ships by distinguishing the ship-generated waves from the ocean waves. We design a three-tier intrusion detection system with which we propose to exploit spatial and temporal correlations of an intrusion to increase detection reliability. We conduct evaluations with real data collected in our initial experiments, and provide quantitative analysis of the detection system, such as the successful detection ratio, detection latency, and an estimation of an intruding vessel's velocity.

**AUTOMATED RAIL CRACK DETECTION AND RECTIFICATION**

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Indian Railways has 114,500 kilometres of total track over a route of 65,000 kilometres carrying over 30 million passengers and 2.8 million tons of freight daily. It has been identified that cracks in rail lines is one of the major causes of derailments. As a solution to this problem, we propose an automated crack detection system which detects the cracks, misalignment and other defects in the track, processes it and instantly reports to the control station. The crack is identified by using the sensor and it is intimated to the controller. The controller operates the device to provide the wax or some material for joining and after some time it operates the grinding device to level the upper level as same as the track level. This project can be implemented by designing a trolley like robot to travel over the track to identify and rectify the cracks present in the track.

**REAL TIME VIRTUAL DRESSING**

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 In this paper, we present a face detection and tracking algorithm in real time camera input environment. The entire face tracking algorithm is divided into two modules. The first module is face detection and second is face tracking. To detect the face in the image, Haar based algorithm is used. On the face image, Shi and Thomasi algorithm is used to extract feature points and Pyramidal Lucas-Kanade algorithm is used to track those detected features. Results on the real time indicate that the proposed algorithm can accurately extract facial features points. The algorithm is applied on the real time camera input and under real time environmental conditions.

**Nymble: Blocking Misbehaving Users in Anonymizing Networks**

*Patrick P. Tsang, Apu Kapadia, Member, IEEE, Cory Cornelius, and Sean W. Smith*

Anonymizing networks such as Tor allow users to access Internet services privately by using a series of routers to hide the client’s IP address from the server. The success of such networks, however, has been limited by users employing this anonymity for abusive purposes such as defacing popular websites. Website administrators routinely rely on IP-address blocking for disabling access to misbehaving users, but blocking IP addresses is not practical if the abuser routes through an anonymizing network. As a result, administrators block all known exit nodes of anonymizing networks, denying anonymous access to misbehaving and behaving users alike. To address this problem, we present Nymble, a system in which servers can “blacklist” misbehaving users, thereby blocking users without compromising their anonymity. Our system is thus agnostic to different servers’ definitions of misbehavior — servers can blacklist users for whatever reason, and the privacy of blacklisted users is maintained.

***Fuzzy Logic Based Boiler Drum Level Control***

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*Boiler is the main component in generating steam in thermal power generation units and its control is very important in many applications. In present situation conventional PID control is being used for this purpose. These conventional controllers in power plants are not very stable when there are fluctuations and, in particular, there is an emergency occurring. Continuous processes in power plant and power station are complex systems characterized by nonlinearity, uncertainty and load disturbances. The conventional controllers do not work accurately in a system having nonlinearity in it. So, an intelligent control using fuzzy logic is developed to meet the nonlinearity of the system for accurate control of the boiler water level.*

***Four Factor Password Authentication Schema For Multipurpose***

***Accessible SMART CARD System”***

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Smart cards have many applications such as health, ID verification and access control, electronic purse card, banking card, payphone card, passport card and license card. Since, there are many kinds of smart cards, it is difficult to carry and protect them. Losing one card means losing a lot of important information. So in this paper proposes to combine some important cards such as: health, passport and credit system in one multipurpose smart card and find an encryption method to make it enough secure. It should also be efficient in transferring information. It means, we develop an effective encryption system for these three applications in a multipurpose smart card and we propose an optimized encryption system for the applications.

**LOW BIT RATE IMAGE COMPRESSION FOR INTRA-FRAME CODING**

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*Chunkankadai, Kanyakumari dt*

The video contains inter frame coding,intra frame coding and hyper coding.In this paper we takethe intra frame coding for the compression purpose.The objective of this paper is to get a very low bit rate image compression for intra frame coding with less than 1 bit per pixel(bpp),and reduce the compulational time of the compression process.

**AUTOMATIC REPORTING OF WATER QUALITY AND AUTOMATION OF MOTOR**

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This water plant monitoring and control system by implementing supervisory control and data acquisition is mainly to collect the real time parameters and to control the leakage of water. Implementation of this project in a domestic area is to monitor and control the real time water flow to houses, and intimation systems along with safe and secure operations. This project is one of the major applications of the water distribution. The proposed model has a supervisor (PC) which communicates with the remote terminal unit, processing the various parameters and controlling the systems. The RTU is a local controller in distributed processor environment, which acquires the data from the sensors, process the collected data, puts the required data together, forming the frame for transmitting to the supervisory controls (S.C). RTU also receives and processes control commands from S.C and executes them accordingly. The communication utilizes a full duplex communication for data transmission between S.C and RTU wirelessly by using zigbee.

**IMPROVING THE ROBUSTNESS OF AUDIO STEGANOGRAPHY USING OPTIMIZATION ALGORITHM**

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 Steganography is the art of hiding messages inside an image file / audio file video file in such a way that the existences of the messages are unknown to third party. Cryptography is used to encrypt the data so that it is unreadable by a third party. Providing security to any message/data is an application which combines both of the above mentioned techniques to embed text document in an audio signal. A text document is compressed and then embedded into the audio file in order to achieve robustness and better performance. Then the users can easily and securely send the compressed data over the network. The major task of this application is to provide the user the flexibility of passing the information by implementing the encryption standards as per the specification and algorithms proposed and store the information in a form that is undetectable in an audio file. In our thesis work we propose to improve the robustness by using an efficient optimization algorithm. We also try to demonstrate our proposed system using various data sets in which the robustness of the system may be improved.

**An Advanced Grammatical Evolution Approach for Intrusion Detection in Manet**

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A mobile ad-hoc network is an autonomous system of mobile nodes they are connected by wireless links in which all nodes cooperate by forwarding packets for each other in the network by enabling communication beyond wireless transmission range. Intrusion Detection Systems (IDSs) for Mobile Ad hoc Neworks(MANETs) are indispensable, since traditional intrusion prevention technique such as encryption and authentication based approaches are not strong enough to protect MANETs. In addition to intrusion prevention techniques, it is useful to deploy intrusion detection techniques as a second line of defense.The main function of Intrusion Detection System is to protect the resources from threats. This paper concentrates on the combination of An Advanced Grammatical evolution technique and Computer Security are evolved for the detection of known attacks against ODMRP protocol. The rule is generated for each attack and distributed to every node in the network to detect the attacks. The Detection ability is calculated under various with and without mobility and traffic patterns.

**Interval Analysis Based Mobile Target Tracking In Sensor Network With Enhanced Ant Colony Optimization**

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In sensor network, one of the most important application is target tracking. Target tracking deals with finding spatial coordinates of a moving object and being able to track its movements. Existing techniques for target tracking and localization have increased latency and complexity. This project addresses the problem of single target tracking in sensor network. The proposed method estimate the current position of a single target and estimated positions are used to predict the following location of the target by use of interval analysis. Set of positions to be taken by the target nodes is calculated by ant colony optimization algorithm by moving the mobile node in order to cover it in an optimal way to track the object and reduce number of sensor nodes. The result of the simulation corroborates the efficiency of the proposed method for target tracking which are considered for sensor networks.

**COMPARING THE PERFORMANCE OF GENETIC ALGORITHM AND PARTICLE SWARM OPTIMIZATION FOR WEB SERVICE**

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Web computing has emerged as a global platform to support organizations for coordinated sharing of distributed data, applications, and processes. Additionally, Web computing has also leveraged web services to define standard interfaces for Web services adopting the service-oriented view. Consequently, there have been significant efforts to enable applications capable of tackling computationally intensive problems as services on the Web. In order to ensure that the available services are assigned to the high volume of incoming requests efficiently, it is important to have a robust service selection algorithm. The selection algorithm should not only increase access to the distributed services, promoting operational flexibility and collaboration, but should also allow service providers to scale efficiently to meet a variety of demands while adhering to certain current Quality of Service (QoS) standards. In this research, two service selection algorithms, namely the Particle Swarm Intelligence based Service Selection Algorithm (PSI Selection Algorithm) based on the Multiple Objective Particle Swarm Optimization algorithm, are proposed. The proposed se-lection algorithms are designed to achieve the following goals: handling large number of incoming requests simultaneously; achieving high match scores in the case of competitive matching of similar types of incoming requests; assigning each services efficiently to all the incoming requests; providing requesters the flexibility to provide multiple service selection criteria based on a QoS metric; selecting the appropriate services for the incoming requests within a reasonable time.

The feasibility and the accuracy of the proposed algorithms are then tested using various evaluation methods. These evaluations are based on various real world scenarios to check the accuracy of the algorithm, which is primarily based on how closely the requests are being matched to the available services based on the QoS parameters provided by the requesters.

**Preventing False Injection Attack In Secure Data Aggregation Of Wireless Sensor Networks**

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 Sensor networks are collection of sensor nodes which co-operatively send sensed data to base station. As sensor nodes are battery driven, an efficient utilization of power is essential in order to use networks for long duration hence it is needed to reduce data traffic inside sensor networks, reduce amount of data that need to send to base station. Recently several proposed robust aggregation frameworks, which combine multi-path routing schemes with duplicate-insensitive algorithms, to accurately compute aggregates (e.g., Sum, Count, Average) inspite of message losses resulting from node and transmission failures. However, this aggregation framework does not address the problem of false subaggregate values contributed by compromised nodes resulting in large errors in the aggregate computed at the base station which is the root node in the aggregation hierarchy. This is an important problem since sensor networks are highly vulnerable to node compromises due to the unattended nature of sensor nodes and the lack of tamper-resistant hardware. In this paper, propose a efficient secure synopsis diffusion approach by incorporating a secure attack-resilient algorithm to prevent falsified attacks.

**ROSENSTEIN ALGORITHM FOR CHAOTIC BASED TEXT ENCRYPTION USING ECG SIGNALS**

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Providing security to information has become an interesting subject during the last decades. There are many methods that are available in the literature that provides security for the data/messages. Biometric is one of the methods that are widely used in the network security community to achieve more efficiency and secure data/message transmission. In this thesis work we try to develop a biometric based secure system which can be used to prevent unauthorized access of the data/messages. As we know, in the literature there are many biometric techniques available, say for example, ear, iris, finger etc. Apart from the listed methods and also as technology grows, people started thinking of using ECG signals as one of the biometric technique. The main advantage of ECG signal is that, they change significantly for each and every individual due to which the duplication of the generated signal is very difficult. In this work, we propose to use a portable device named HEART PAL, which is used to collect ECG signals from the individual to generate the key value by using an efficient Rosenstein algorithm which is based on Chaos theory and also we use RSA algorithm as the encryption algorithm. Also we try to demonstrate that the proposed system is capable of encrypting text information even for smaller data sets for secure communication and also helps in reducing noise, which in turn provides more security to the system.

**DISTRIBUTED RESOURCE DISCOVERY AND REQUEST REDIRECTION IN MULTI PROVIDER PEERING CONTENT DELIVERY NETWORKS**

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Content Delivery Network (CDN) is a collaborative collection of network elements spanning the Internet, where content is replicated over several mirrored Web servers in order to perform transparent and effective delivery of content to the end users. A constellation of Content Delivery Networks (CDNs), termed as peeringCDNs, endeavors to guarantee adequate delivery performance when the incoming request load is overwhelming for a single provider alone. Each user is served by an optimal Web server in terms of network cost, even under heavy load conditions. Before it could be comprehended, appropriate resource discovery and request-redirection mechanisms, coupled with an optimal server selection strategy, should be in place to perform the distribution of highly skewed loads. An effective load distribution strategy is devised by adopting distributed resource discovery and dynamic request-redirection mechanisms, taking traffic load and network proximity into account. The load distribution strategy reacts to overload conditions, at a time instance, in any primary CDN servers and instantly distributes loads to the target servers, minimizing network cost and observing practical constraints. A sensitivity analysis is performed to reveal that our redirection scheme handles peak loads situations.

**A TRUST MANAGEMENT SCHEMES TO ENFORCE COOPERATION AND COLLABORATION IN MOBILE ADHOC NETWORKS**

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Mobile Adhoc Networks (MANETs) is a collection of wireless mobile nodes which are connected by wireless links without any fixed infrastructure. Mobile adhoc networking works properly only if all the nodes in the network cooperates in routing and forwarding. Due to the infrastructureless nature of MANET, it becomes difficult to achieve cooperation or collaboration among nodes. Trust and reputation mechanism is a good tool for motivating cooperation among nodes. This paper describes two techniques CORE and CONFIDANT, which improves throughput in an adhoc network in the presence of non-cooperating nodes. CORE is an reputation based security mechanism used to enforce cooperation among the nodes and CONFIDANT is based on selective altruism and utilitarianism and it aims at detecting and isolating misbehaving nodes. Both CORE and CONFIDANT mechanism give the trustworthiness of mobile nodes and it punishes misbehaving nodes once it detected. This paper gives the comparative study on the security of ODMRP and DSR on-demand routing protocols. The simulation results shows that our project provides better detection efficiency, better detection coverage and packet delivery ration than the existing protocol.

**PROCESS OPTIMIZATION IN SERVICE LEVEL AGREEMENT USING ENHANCED MONTE CARLO SIMULATION**

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Organizations need to deliver their services with high quality. However many organization do not reach their maximum ability. To attain maximum, our thesis is used to deliver the service efficiently within the short period of time to reach the high quality. For that we are taking Service Level Agreement (SLA) metrics which comes under the process of ITIL (Information Technology Infrastructure Library). Also, this paper describes the challenges and issues faced during the process of assessing the Service Level Agreement (SLA) metrics. The common SLA metrics are mean time between failures, mean time to repair or mean time to recovery.SLA comes under the process of ITIL, in which we are generating metrics related to the application. After generating metrics, this should be converted into metadata for easy accessing in pervasive network. Then conceptualize metadata into various levels of problem with appropriate solution. This is implemented using Enhanced Monte Carlo Simulation (MCS). This is specifically used to enhance the metrics.The resultant output will be in six sigma standards. .Using six-sigma expected defect free work is 99.99966%. Thus attaining maximum performance while delivering the services.

**ITERATIVE BLOCKING AND WINDOWING ALGORITHMS FOR EFFICIENT DUPLICATE DETECTION**

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*Duplicate detection is the processes of finding multiple records in an immense dataset that represent the same real-world entity. Due to the duplicate detection process difficulty is vast record pairs for comparison. Two competing approaches Blocking and Windowing to reduce the number of record comparison. However, most blocking techniques process blocks separately and do not exploit the results of other blocks and only comparing records within the same block. In this paper, propose an iterative blocking frame- work where the ER results of blocks are reflected to subsequently processed blocks and blocks are iteratively processed until any more matching records. This paper also proposes an Adaptive windowing approach, window size is varied based on the number of identified duplicates. In this comparative study paper, compare the number of record comparison between two competing approaches blocking and windowing then find reduce number of record comparison approach.*

**REAL -TIME CLASSIFICATION OF SOCIAL MEDIA CONTENT INTO EVENTS**

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 Over the last two decades rapid advances in communication have significantly enhanced efficiency and information sharing. The spread of social media applications such as Flickr, Facebook and Twitter facilitated the building of various online communities that share interest of each individual. These sites contain large amount of user contributed materials like photo, video, textual context for a wide variety of real world events of different type and scale. Organizing such social media documents with respect to events seems to be a promising approach. To solve this problem, classification of events is necessary. To scale up the social media applications, blocking strategy with nearest by capture time is used. It retrieves the events with lowest temporal distance to the document. Then hierarchical co-clustering is used which merges the closest pair of cluster until a certain termination condition is reached forming a hierarchy. The ordering is based on the similarity measure like the time of capture, time of upload and the tag of the events. The incoming social media document is analyzed. If there is an already existing event the incoming document is classified to it. Or if the incoming document is new, new event is created and the document is assigned to it. This enables better classification of social media document into different event in an event database.

**DATA MINING TECHNIQUES FOR BIOINFORMATICS**

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 DNA damage is a vital process which plays an important role in ageing demand the need for classification of DNA repair genes into ageing and non-ageing. Data mining approach is deployed for classifying DNA repair genes using their variety of features and it’s classified by using its various features. The classification models built were difficult to evaluate their performance and deduce due to the annoyance of dimensionality present in the gene dataset. This problem could be solved by implementing Dimensionality Reduction which is a well-known preprocessing technique and it is reduce the datasets complexity to maintaining the integrity of original dataset. The feature compartment assortment technique along with various explore method is used to shrink the data set without changing the reliability of the original dataset the reduction in the dataset enabled the use of Multilayer perception and logistics in the efficient analysis of the dataset. Reduced dataset performance and original dataset performance could be evaluated by implementing various classifiers. Data mining approach is routinely applied to classify a DNA repair genes using various characteristics and feature. Proposed framework can classify analyze and predict the ageing and non ageing genes using various parametric measures. It will helpful for bio medical researchers, gene analyzer, patients and different kinds of end user.

**SECURE AND ROBUST E-VOTING WITH BIOMETRIC AUTHENTICATION**

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The project entitled as “Secure and Robust e-Voting with Biometric Authentication System”. To provide a voting service that allows people to vote electronically. This system encompasses legal, regulatory, behavioral, and sociological aspects of the current voting system, while adding additional convenience and security to the overall voting process. Biometrics is the study of automated methods for uniquely recognizing humans based upon one or more intrinsic physical or behavioral traits. Physical traits includes Fingerprint identification which is the process of comparing questioned and known friction skin ridge impressions (Minutiae) from fingers, palms, and toes to determine if the impressions are from the same finger. Using Cryptography and Steganography at the same time, we try to provide Biometric as well as Password security to voter accounts. The scheme uses images as cover objects for Steganography and as keys for Cryptography. The key image is a Biometric measure, such as a fingerprint image. Proper use of Cryptography greatly reduces the risks in these systems as the hackers have to find both secret key and the template. The basic idea is to merge the secret key with the cover image on the basis of key image. The result of this process produces a STEGO image which looks quite similar to the cover image but not detectable by human eye. The system targets the authentication requirement of a voting system.

**Implementation of a robotic self navigating weapon system for defense applications**

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 In the present domestic and international scenario usage of weapon systems,if not for offence then atleast for self defense is inevitable.A direct consequence of this is putting the life of millions of defense personal at stake.In this condition the only possibility for countries is to come up with weapon systems which are remotely guided.These systems will drastically reduce the requirement for defense personal to be physically present in the line of fire.This project aims at designing and demonstrating a prototype of one such guided weapon system. This project uses a self navigating robotic platform as a base on which the surveillance system and the remote triggered for a weapon wireless camera also operates in the ISM band at 2.4Ghz. This video is transmitted to the remote control room in real time. In the remote control room a video receiver is connected to a display unit, like a computer display . In the surveillance video, if enemy movement or presence is detected, then from the control room possible offensive measures can be taken. This offence can be in the form of triggering a weapon system mounted on the robotic vehicle. Also the robot has a RF connection, using a Zigbee transceiver. Using the transceiver the robot can transmit and receive data to and from a remote control room, away from the battle zone For implementing this process of self navigating, the robot receives this data, the MCU compares the targeted location with the present location and autonomously moves to the desired location.once the robot reaches the targeted location, it will inform the control room that is has reached the location using the RF data. In this project a PIR(passive infrared) sensor is attached, which is capable of detecting movement within a certain area. Once it detects a motion, it turns a wireless camera on.After detecting the bomb,by using wireless camera the bomb can be diffused with a help of robotic arm.

**Fuzzy Logic Based Boiler Drum Level Control**

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*Boiler is the main component in generating steam in thermal power generation units and its control is very important in many applications. In present situation conventional PID control is being used for this purpose. These conventional controllers in power plants are not very stable when there are fluctuations and, in particular, there is an emergency occurring. Continuous processes in power plant and power station are complex systems characterized by nonlinearity, uncertainty and load disturbances. The conventional controllers do not work accurately in a system having nonlinearity in it. So, an intelligent control using fuzzy logic is developed to meet the nonlinearity of the system for accurate control of the boiler water level.*

**Inventory Management System for Focus Tech System**

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 *Main task of this paper is to reduce the paper work and store, maintain all the stock, employee, purchase, sales, credit, and debits details of the particular factory. A* [*database*](http://www.businessdictionary.com/definition/database.html)*used for storing and administering all* [types](http://www.businessdictionary.com/definition/type.html) *of* [*data*](http://www.businessdictionary.com/definition/data.html)[*required*](http://www.businessdictionary.com/definition/required.html) *for efficient and* [*accurate*](http://www.businessdictionary.com/definition/accurate.html)[*warehouse*](http://www.businessdictionary.com/definition/warehouse.html)[*inventory management*](http://www.businessdictionary.com/definition/inventory-management.html). *Easiness in modification of the data, user friendly, report are easily generated, no or few paper work, and computer oriented control, easy maintenance of data, storing and retrieving the data at any time. The Inventory Management System is an application targeted at customers who requires a simple inventory management or stock control system, they prime factor of the system focuses on ease of use and simplicity.*

**DISTANCE ANALYSIS AND SECURE SMART BANKING USING CENTRL FPGA**

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Automated teller machines are well known devices typically used by individuals to carry out the business and financial transactio-ns. There is an increasing demand for smart b-anking and so it has to be highly secured. Pro-posed system uses SIM cards instead of ATM cards and the face recognition technique is in-volved to identify the authenticated person. Face recognition technology analyses the un-ique shape, pattern and positioning of the fa-cial features. This biometric methodology est-ablishes the analysis framework with PCA a-lgorithms for each type of biometrics device. Face recognition starts with a picture, att-empting to find a person in the image. As pca algorithm is quite complex we move on to WEBERS law in proposed system This paper also includes the study of finding the nearest ATM. The user control devices by employing a central field programmable gate array controller to which the devices and sensors are interfaced. Control communicated to the FPGA from a mobile phone through the GSM interface.

**PEER TO PEER VIDEO ON DEMAND STREAMING PROGRESS WITH REPLICATION**

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We develop analytical models that characterize the behavior of on-demand stored media content delivery using Bit Torrent-like protocols. P2P solutions can enable efficient and scalable media streaming, provided that they can meet the sequential playback demands of media streaming applications, which differ from those of file downloading, for which P2P file-sharing networks were originally created. The models capture the effects of different piece selection policies, including Rarest-First, two variants of In-Order, and two probabilistic policies (Portion and Zipf). Our models provide insight into system behavior and help explain the sluggishness of the system with In-Order streaming. We use the models to compare different retrieval policies across a wide range of system parameters, including peer arrival rate, upload/ download bandwidth, and seed residence time. We also implement the replication algorithm. This replication process is automatically sending the acknowledgement request to other Peer forget new file and also other Peer automatically responds to the requested Peer. The responds Peer listen the entire request from the neighbor Peers and responds to all Peers with in a second.

**END TO END TRANSMISSION CONTROL FOR MULTI PARTY INTERACTIVE NETWORK APPLICATIONS**

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 Nowadays, Consumers use the network as an interactive medium for multimedia communication and entertainment. In entertainment area, new applications involve multiple users participating in a single interactive session. (Ex. Online gaming, online music).depending on the number of participant involved, the end to end delay and the delay difference among participants may increases. If the delay difference between participants minimized, it will enable more real time interactivity. Multiparty interactive network applications such as teleconferencing, network gaming etc., are gaining popularity. These applications require that the delay difference among multiple clients of the service is minimized for good interactive experience. The Existing system provides application-based solutions either at the client or server side to complete equalized delay. Client-side solutions are hard to implement because they require all clients exchange latency information to all other clients, also exposed to cheating. Server-side techniques rely on the server to estimate network delay. This delay estimation places computational and memory overhead on the application servers. So our aim is to provide an equalized delay difference among multiple clients interacting in a network application, for providing the equalized delay difference. We are going to purpose a Path Selection algorithm and optimal algorithm through which we are going to select some of the routers as alternate Path which will redirect the packets of the multiple clients through the path with similar end-to-end delay

**Energy-Efficient Protocol for Cooperative Networks**

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In cooperative networks, each node in the routing path recruits the neighboring nodes to transmit and receive the data to assist in communication. It forms a cluster at transmitting and receiving end and then form a transmission link between these two clusters. This paper proposes a new reliable and energy efficient cooperative protocol to establish a cluster at the receiver end, before receiving the data. The end-to-end robustness of the protocol to data-packet loss, along with the tradeoff between energy consumption and error rate is analyzing here. The analysis results are used to compare the end-to-end robustness and energy saving of our new protocol with other two schemes such as one non-cooperative and one another cooperative scheme named as CAN-I. The reduction in error rate and the energy savings translate into increased lifetime of cooperative sensor networks.

**IMPROVED AODV FOR INCREASING PACKET DELIVERY RATIO IN MANET**

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The main objective of the project is to increasing the packet delivery ratio (PDR) over end-to-end in MANET’s. AODV is required to be modified to increase the packet delivery ratio.In a mobile ad hoc network (MANET) the topology of the network may change rapidly and unexpectedly due to mobility of nodes. When the energy of a node is depleted, it stops working thus links break. Hence it is very important to find a route that has sufficient energy level and high stability, and so can obtain data transmission. Using Fuzzy logic SQR-AODV protocol achieves high reliability and also long life time of the network, with high packet delivery ratio, high throughput, low energy consumption and load balancing as compared to best-known on-demand protocol, AODV. this Project comprises of five modules namely, MANET Topology construction Module, Link life time Module, Route discovery Module, Route Maintenance Module, Route selection Module.MANET Topology construction is used to the user has to decide the number of Mobile Nodes Dynamically form a temporary network without centralized administration and Dynamic link creation is used to send the node in various path. Route discovery Module is used to When a source node wants to transmit some data to a destination node, it needs an active route from itself to the destination. If the source node has no active routing information regarding the destination, it initiates the route discovery process. Link failures in the MANETs are the energy depletion of the nodes. Therefore, amechanism is needed that reroutes between the nodes over a new path. This mechanism is often called route maintenance.Finally, required computation for route selection is accomplished at the destination node and result is backward to the source node in order to decide route.the end users of this application are used to Ad hoc on demand Distance Routing (AODV) protocol to achieve reliable routing and data transmission. This Project is developing in Linux with NS2.Thebackend is supported through C++.The frontend is designed through OTCL.

**CONCEALED DATA AGGREGATION USING SYMMETRIC CRYPTOGRAPHY IN WIRELESS SENSOR NETWORKS**

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*Data aggregation is implemented in wireless sensor networks to reduce data redundancy and to summarize those data which are relevant and necessary. Data aggregation schemes based on privacy homomorphism are widely used in wireless sensor networks for performing encryption. The major setback of this implementation is that the base station which retrieves the aggregated data does not have any detail about the individual data obtained from each sensor nodes. In order to overcome the problem of data integrity and to provide high level security the base station can recover all the data sensed from each of the sensing nodes even after those data has been aggregated. To recover and secure the data symmetric cryptographic algorithm is used for providing data security at the base station.*

**RFID Navigation Systems in Vehicle Application without Communication Delay Using ALOHA Technique.**

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The RFID combines the technology of the tags and readers with access to global standardized databases. It is to make the payment automation in toll gate using RFID technology. Whenever the vehicle enters the toll gate, the vehicle is detected automatically through the RFID card present with owner. To read the information from RFID card, reader is available at toll gate. Here we have to design with the help of RFID reader .Here RFID reader is used as a toll gate. Whenever user is placing RFID card nearer to RFID reader it will read the information from the card and give it to database. Now reader read the card number and it will check whether card is valid or not. If that card is valid some amount is reduced from user account and one message is transmitted to the user. The message contains how much amount is reduced from the user account. The resultant amount is stored in the database.

**A LINEAR SCHEDULING STRATEGY IN DYNAMIC RESOURCE ALLOCATION SCHEME FOR CLOUD COMPUTING**

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 Most of the existing resource allocation methods focus on optimal allocation of physical resources to associated virtual machines. When the workload shoots up, then the existing virtual machines are shutdown and new virtual machines with increased capacity of physical resources are assigned. This leads to suspension of client applications. Also, at minimal load, the resource utilization is very less. This kind of problem is very evident in applications that have inconsistent workload, like web applications, online banking, movie on demand etc.

 In the proposed system, resource allocation is done at application level. Virtual machines that satisfy minimum workload requirement are assigned. When workload increases, additional virtual machines are assigned. When workload decreases, unnecessary virtual machines are revoked. This dynamic allocation of virtual machines depending on workload increases resource utilization reduces user usage cost and also eliminates the need to shutdown existing virtual machines. Also, to avoid frequent and unnecessary resource re-allocation, a threshold is calculated and verified against load changes. Only when the load change crosses the threshold, resource re-allocation takes place. In addition to this a linear scheduling strategy has been implemented at the application level where the tasks are grouped based on the type of tasks i.e. video streaming, e-commerce, i/o operations, memory operations and then scheduled alternatively considering the minimum execution time and maximum cost.

**ENHANCED AODV FOR DELAY SENSITIVE APPLICATIONS IN MANET**

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MANET is an infrastructure less wireless network. In MANET nodes move frequently and it may lead to recurrent link failure and loop routing. A multi partially disjoint path in RREP is maintained in AODV protocol in MANET helps to deliver the packets quickly and can reduce the end to end delay particularly in the delay sensitive applications such as live streaming video, voice over IP and multimedia teleconferencing

**IMPLEMENTATION OF CLICK BASED GRAPHICAL PASSWORD USING VARIEDCLICK POINTS**

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An important usability goal for authentication systems is to support users in selecting better passwords of higher security. Human brain is good in remembering picture than textual character.This approach is to introduce persuasion to the cued click point graphical password scheme.The major goal of this work is to reduce the guessing attacks as well as encouraging users to select more random, and difficult passwords to guess. Well known security threats like brute force attacks and dictionary attacks can be successfully abolished using this method.

**Detection of diseases based on diffusion of gases in the human body using embedded system**

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This paper represents an ideal method to detect diseases from breath. In the present scenario,blood test and urine test are being used .These tests can be done only in the laboratory by skilled persons.Thereby it results in more cost and also consumes more time .In order to overcome this problem,we introduce a system which is better compared to existing methods.This system is a unique method for breath analysis.We developed a system which detects the disease when breath sample is given.Whenever breath samples is given to the system,it senses the breath and produces the voltage according to the gas(biomarkers) present in it.Based on the voltage we detect the device. To evaluate the system performance, we captured breath samples from healthy persons and patients known to be afflicted with diabetes, renal disease,liver disease etc., from which medicaltreatment evaluation is done and disease is detected.The results show that the system is not only able to distinguish between breath samples from subjects suffering from various diseases or conditions (diabetes, renal disease, asthma etc.,) and breath samples from healthy subjects, but also helpful in detecting the effectiveness of the disease.

**REAL TIME SMART CAR LOCK SECURITY SYSTEM USING FACE DETECTION AND RECOGNITION**

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 In this proposed embedded car security system,FDS(Face Detection System)is used to detect the face of the driver and compare it with the predefined face.For Example,in the night when the car’s owner is sleeping and someone theft the car then FDS obtains images by one tiny web camera which can be hidden easily in somewhere in the car.FDS compares the obtained image with the predefined images if the image doesn’t match,then the information is sent to the owner /the thief in his mobile as well as he can trace the location through GPS. The location of the car as its speed can be displayed to the owner through SMS.so by using this system ,owner can identify the thief image as well as the location of the car.

**THE MOVE - DIVIDE - JOIN METRIC FOR TIME SERIES**

A novel metric for time series, called MSM (move-split-merge), is proposed. This metric uses as building blocks three fundamental operations: Move, Split, and Merge, which can be applied in sequence to transform any time series into any other time series. Each operation has an associated cost, and the MSM distance between two time series is defined to be the cost of the cheapest sequence of operations that transforms the first time series into the second one. An efficient, quadratic-time algorithm is provided for computing the MSM distance. MSM has the desirable properties of being metric, in contrast to the dynamic time warping (DTW) distance, and invariant to the choice of origin, in contrast to the Edit Distance with Real Penalty (ERP) metric.

**Automatic Audio Tagging of Multi-Label Learning**

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In day today life we can see many music database that are available all over the world. Sometimes people find difficulty in retrieving the correct music files from the database.So to make the retrieval process simple, audio tags are attached to the music clips. Audio tags are the keywords that are used by the people to describe the music clip. In audio tag annotation and retrieval by featured extraction and supervised learning, a method is proposed to add tag based on musical features in music clip. After the tag is annotated, it can be used to store on the database.

It is achieved by training a binary classification for each tag based on labelled music data. SVM classifier is used for annotation purpose. Tags can be used for retrieving the song from the database and also tag count for each song is also specified which will be incremented for each retrieval. Tag count can also be used for identifying the popularity of the particular song. The audio tag annotation and retrieval task is then formulated as multilabel classification problem. After identifying the main genre, the next step is to find the sub genres for the song. A song can have many sub genres. To solve this multi-label classification problem, RAkEL algorithm is used in which label powerset approach is followed.

**Policy Based Contract Generation for Service Oriented Application**

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The web service framework provides an integrated platform by describing the interface by means of WSDL(Web Service Description Language), UDDI(Universal Discovery Description and Integration)for storing in the repository, SOAP(Simple Object Access Protocol) for communication. The electronic contract presents a clear, concise description of service provision to the customer. The electronic contract therefore ensures the proper elements are in place to provide consistent support and delivery to the customer by service provider. The Web service policy is attached to the contract in such a way that quality of service requirements are met. The electronic contract can be implemented by the technologies such as Web Service Level Agreement(WSLA) or WS-Agreement. In this project, the Web Service Level Agreement(WSLA) is the technique going to be used for creating Service Level Agreement(SLA )

**Dynamic Reconfiguration in SOA using Design Patterns.**

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Service-Oriented Architecture (SOA), which is inherently dynamic in nature, binds services at runtime to meet the Quality of Service (QoS) agreement between consumer and provider. At run time, services can be composed dynamically and new enhanced functionality (service) can be provided by monitoring functionalities and Quality of Service (QoS) parameters of the client. This paper describes the use of well-fitted patterns to accomplish dynamic reconfiguration in any SOA application by dynamically switching between different versions of the sameapplication without human interference and this report also explains how to reuse the services in service evolution.

**Detection of cotton wool spots in retinal images**

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In this paper, a method for automatic detection of cotton wool spots in digital eye fundus image is described. Cotton wool spots (soft exudates) are the important sign of diabetic retinopathy. To develop an automated diabetic retinopathy screening system is useful to reduce the cost of screening process and early detection of disease. The cotton wool spots are puffy whitish patches that have no well-defined margins. It can be segmented and extracted by morphology based operations and thresholding operations. They appear as bright spots with high intensity closer to optic disc which can be mistaken for cotton wool spots during segmentation. Hence Optic disc has to be segmented and eliminated before the extraction of cotton wool spots.

**Wireless Sensor Module for Surveillance system by Using Army Detection.**

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The project aims to develop next generation wireless sensor networks for defense industry and homeland security applications. Wireless sensor mote is a small size; used for intrusion detection purposes specifically in border, battlefield and industrial perimeter surveillance systems. The wireless sensor mote detects and classifies into vehicles, individuals and groups. The mote have a variety of sensors i.e. vibration/seismic, magnetic, acoustic and thermal, a microcontroller for processing these sensor values and a radio transceiver for communication over a wireless network. A network of this type can be deployed within an area as large as 100m² in a few minutes by one or two men.

**A FRAMEWORK FOR MULTIMEDIA MEDICAL DATA INTEGRATION OF ADAPTIVE MOBILE OBJECT IN HETEROGENEOUS SYSTEM**

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With the use of 4G and other long-term evolution (LTE) wireless networks, the traditional boundaries of patient record are sent through networking technologies improving the hospital infrastructure and provide on-demand mobile access to medical multimedia data. Benefits from the enhanced network capabilities of LTE wireless technologies, by enabling a wide range of heterogeneous medical software and database systems (such as the picture archiving and communication systems, hospital information system, and reporting systems) to be dynamically integrated into a cloud-like peer-to-peer multimedia data store. Our project integrates techniques from multimedia streaming, rich Internet applications (RIA), and remote procedure call (RPC) frameworks to construct a Self-managing, Pervasive Automated netwoRK for Medical Enterprise Data (SparkMed). I have developed a prototype of the SparkMed framework for evaluation on a radiological workflow simulation, which uses SparkMed to deploy a radiological image viewer as an m-Health application for telemedical use by radiologists and stakeholders. We have evaluated our prototype using ten devices over WiFi and 3G, verifying that our framework meets its two main objectives: 1) interactive delivery of medical multimedia data to mobile devices; and 2) attaching to non-networked medical software processes without significantly impacting their performance. Consistent response times of under 500 ms and graphical frame rates of over 5 frames per second were observed under intended usage conditions. Further, overhead measurements displayed linear scalability and low resource requirements.

**Identity authentication using on-line signature verification based on dynamic method**

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The success of generative models for on-line signature verification has motivated many research works on this topic. These systems may use HMMs in two different modes: user-specific HMM (US-HMM) and user-adapted universal background models (UA-UBM). Verification scores can be obtained from likelihood ratios and a distance measure on the Viterbi decoded state sequences. This paper analyzes several factors that can modify the behavior of these systems, and which have not been deeply studied yet.First, we study the influence of the feature set choice, paying special attention to the role of dynamic information order, suitability of feature sets on each kind of generative model-based system, and the importance of inclination angles and pressure. Besides, this analysis is also extended to the influence of the HMM complexity in the performance of the different approaches

**EVALUATING XML QUERIES USING TARs**

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The efficiency of mining the information from the database depends on the document structure. Retrieving the data from the document is difficult if its structure is not known in advance. There may be failure in retrieving the content which was there but in different structure. An approach based on Tree Based Association Rules (TARs) is used to provide the approximate and intentional information for the given query. The information is stored in extensible Markup Language format and can be retrieved in the same format as well. This knowledge provides us quick extraction of data and consumes less memory space. It allows us to retrieve the information from more than one database simultaneously and the mining efficiency is increased. A prototype system and experimental results demonstrate the effectiveness of the approach.

**OPTIMAL SERVICE PRICING FOR A CLOUD**

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 Cloud applications that offer data management services are emerging. Cloud providers can offer cloud consumers two provisioning plans for computing resources, namely reservation and on-demand plans. The cost of utilizing computing resources provisioned by reservation plan is cheaper than that provisioned by on-demand plan, since cloud consumer has to pay to provider in advance. With the reservation plan, the consumer can reduce the total resource provisioning cost. However, the best advance reservation of resources is difficult to be achieved due to uncertainty of consumer’s future demand and providers’ resource prices.

 To address this problem, an optimal cloud resource provisioning (OCRP) algorithm is proposed by formulating a stochastic programming model. The OCRP algorithm can provision computing resources for being used in multiple provisioning stages. The demand and price uncertainty is considered in OCRP.

**Service oriented architecture in distributed services for reducing data transfer**

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 The majority of the data sets are physically distributed from one another, owned and maintained by different institutions throughout the globe. We require the ability to access, compose and process these distributed data sets. To integrate software and data we use service oriented architecture, which is an architectural paradigm for building software applications from a number of loosely coupled distributed services. The data transfer can be reduced using the circulate approach. We use simple standards like XML, WSDL and SOAP to facilitate interoperability.

**Constructing inverted files in graphical representation**

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In this paper, we take an alternative approach and develop a novel strategy that exploits the current and emerging architectures of multicore processors. Our algorithm is based on a high-throughput pipelined strategy that produces parallel parsed streams, which are immediately consumed at the same rate by parallel indexers with summerization.Current highthroughput algorithms for constructing inverted files all follow the MapReduce framework, which presents a high-level programming model that hides the complexities of parallel programming.

**E-Auction using Cloud Computing**

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This document presents the requirement of the E-Auction on Cloud project which is to be developed using the open source technologies which should be hosted on Cloud as a Software-as-a-Service [SAAS] and this auctions break down and remove the physical limitations of traditional auctions such as geography, presence, time, space, and a small target audience. This influx in reachability has also made it easier to commit unlawful actions within an auction.

**INCREASING THROUGHPUT USING TCP CONGESTION WINDOW ADAPTATION MECHANISM IN MANET**

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The main objective of this project is to improve the throughput in Mobile ad hoc network (MANET) for end to end delivery. In MANET the packets are dropped not only due to link failure, but also due to congestion. In this project the congestion will be reduced through contention detection algorithm and effective setting of TCP congestion window.

Ad hoc network is a network components self-organizing and self-configuration infrastructure less network. The TCP protocol is to be modified to incorporate in MANET environment. In this project a modification of TCP congestion window adaptation mechanism is to be made. By effective setting of the congestion window size possible to improve throughput. The reason for contention is to be analyzed either by the contention between data packets or contention between data and acknowledgement packets.

The project consists of six modules MANET topology construction of TCP congestion window, Route Discovery, Route Maintenance. The topology construction module is used to construct Mobile ad hoc networks (MANETs). For this module first user has to decide the number of mobile nodes dynamically form

a temporary network without centralized administration.

The Route discovery starts when the source nodes require the communication with other node with which it has no information regarding routing table. Each of the nodes maintains specific counters i.e. node sequence number and broadcast ID. By broadcasting the route request packets toward the neighbors it actually initiates the path discovery.

The Route maintenance phase is carried out whenever there is a broken link between two nodes. A failed link can be detected by a node by either passively monitoring in promiscuous mode or actively monitoring the link.

Implementation is the stage of the project when the theoretical design is turned into a working system. The most crucial stage is achieving a successful new system and their new system will work effectively in the implementation stage. NS (Version 2) is an open source network simulation tool. It is an object oriented, discrete event driven simulator written in C++ and tcl.

**Decision Support For Management Of Employee’s Knowledge & Skills With Job Rotation In Service Oriented Organization**

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**T**he objective of the internal recruitment process is to identify and attract applicants from among individuals already holding jobs with the organization. The nearly ubiquitous presence of internal labor markets underscores the importance of effective internal recruiting. Many organizations have recognized that careful management of their existing employee base may be a cost-effective way to fill upper-level managerial and professional vacancies... The first step in this process is recruitment planning, which addresses both organizational and administrative issues. Organizational issues include mobility paths and mobility path policies. Administrative issues include requisitions, number and types of contacts, budgets, and the recruitment guide. The second step in the internal recruitment process is strategy development. Attention is directed to where, when, and how to look for qualified internal applicants., The third step in the process is searching for internal candidates. The fourth step in the process is developing a system to make the transition to selection for job applicants. Making a transition requires a well developed job posting system and providing applicants with an understanding of the selection process and how to best prepare for it.

**Local Tetra Patterns: A New Feature Descriptor forContent-Based Image Retrieval**

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In this paper, we propose a novel image indexing and retrieval algorithm using local tetra patterns (LTrPs) forcontent-based image retrieval (CBIR). The standard local binary pattern (LBP) and local ternary pattern (LTP) encode the relationship between the referenced pixel and its surrounding neighbors by computing gray-level difference. The proposed method encodes the relationship between the referenced pixel and its neighbors,based on the directions that are calculated using the first-order derivatives in vertical and horizontal directions. In addition, we propose a generic strategy to compute th-order LTrP usingth-order horizontal and vertical derivatives for efficient CBIR and analyze the effectiveness of our proposed algorithm by combining it with the Gabor transform. The performance of the proposed method is compared with the LBP, the local derivative patterns, and the LTP based on the results obtained using benchmark image databases viz., Corel 1000 database (DB1), Brodatz texture database (DB2), and MIT VisTex database(DB3). Performance analysis shows that the proposed method improves the retrieval result from 70.34%/44.9% to 75.9%/48.7% in terms of average precision/average recall on database DB1,and from 79.97% to 85.30% and 82.23% to 90.02% in terms of average retrieval rate on databases DB2 and DB3, respectively, as compared with the standard LBP.

**DATA HIDING METHOD USING ADAPTIVE PIXEL PAIR MATCHING**

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This paper proposes a new data-hiding method based on Pixel Pair Matching (PPM) technique using Least Significant Bit(LSB). The basic idea behind the technique is to use the values of pixel pair as a reference coordinate, and search a coordinate in the neighborhood set of this pixel pair according to a given message digit. The pixel pair is then replaced by the searched coordinate to conceal the digit. Exploiting modification direction (EMD) is the data-hiding method used in this paper to embed the given message inside the image, in the form of digits and further modification is made on the pixels which adds additional security. This method offers lower distortion in the image and withstands under various payloads. This paper reveals that the method provides better performance and is also secure under the visual detection and other well known stastical techniques.

**Context Aware Mobile Learning**

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Due to the recent advances in mobile technologies, Learning can take place anytime and anywhere, using not Only desktop-computes but also mobile devices such as Smart phones and tablets for learning. The learners’ current Context/situation as well as the characteristics of the Surrounding environment in which a learner learns become

Therefore part of another important aspect to be considered for better results. By incorporating information About the context of the learner into the Process, new possibilities for providing adaptively open up. In our Paper, we aim at enabling mobile Systems to “know” the learners’ environment and provide Him/her with learning objects/activities that works best in Such environments.

**Processing of fundus image using Gaussian filter and Sobel operator for the Detection of Diabetic Retinopathy**

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Fundoscope(funduscope) is a device used to capture fundus image of an eye to examine the interior region of the eye. Diabetic Retinopathy is a disease caused by diabetes. A raw fundus image has to be smoothened before processing. A Gaussian filter designed using Matlab tool is used as Low pass filter.After filtering, the smoothened image is applied to a sobel operator and the edges are detected. The output of the sobel operator that contains edges alone shall provide diagnostic information with respect to diabetic retinopathy. Matlab 7.8 is the software tool used for this work.

**Enhanced security system and Electrical Appliances Control using GSM**

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*Automated security systems are a useful addition to today’s home where safety is an important issue. SMS-based security systems have the advantage of being easy to set up, inexpensive and non-obtrusive. This paper proposes an integrated SMS based home security system, which also consists of an intruder detection module. The system uses GSM technology thus providing universal access to the system for automated appliance control. To access the control unit, the user authentication is implemented. Stopping of invoked action can be done even in the absence of user without being in the vicinity of the equipment. Several experiments and field tests conducted have shown good performance and feasible implementation.*

**Performance Evaluation for VANET using a new scalable protocol**

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Vehicular Ad-hoc Networks (VANETs) is attracting considerable attention from the research community and the automotive industry to improve the services of Intelligent Transportation System (ITS). As today’s transportation system faces serious challenges in terms of road safety, efficiency, and environmental friendliness, the idea of so called “ITS” has emerged. Due to the expensive cost of deployment and complexity of implementing such a system in real world, research in VANET relies on simulation. This paper attempts to evaluate the performance of VANET in a realistic environment. The online and seamless integration of vehicle behavior simulator and network simulator has been studied. Specifically, a set of APIs has been designed and implemented atop the vehicular behavior simulator to facilitate its integration with network simulator. Being a concrete example, the integration of ns2 and SUMO, an open-source vehicular behavior simulator, has been implemented, and applied to simulate a vehicular network.

**Crop Management System Using Semantic Web Ontology**

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In recent years, there are a huge amount of information are available about agriculture in various formal representations. This scenario leads to a number of interesting challenges, such as how to integrate the agricultural information to deliver better production. The motivation of this paper is to deliver an crop management system that can enable the integration of various agricultural data in a stable and flexible way based on its semantic representation. The proposed solution is an semantic web based information system having ontology for soil and crops agricultural aspects. The use of multiple ontologies for this system allows the extraction of more general and detailed information for different queries. The semantic integration of the agricultural information is a crucial step towards better productivity.

**Detecting Cholesterol Using Neural Network in Ultrasound Imaging**

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Death caused by stroke above the age of 60 years is placed second in the world, and is the fifth leading cause in the people aged 15 to 59 years old. The formation of cholesterol in carotid artery is the main cause of stroke. A non invasive method of cholesterol identification in ultrasound scanning has been implemented in this paper. The cholesterol in the carotid artery is identified by measuring the thickness of the intima and media layer in it. Major focus of this proposed work is to build software to trace edges automatically and identifies the intima media thickness of the carotid artery using 3rd order polynomial equation and to classify the abnormality in the images using neural network. By this project the machine automatically detects the desired output and does not finalise the scan until the correct image is acquired. Thus faulty calibrations by human errors can be avoided and also by embedding this feature in an ultrasound machine will eliminates the necessity of trained sonographer in operating the machine. Thus this non-invasive sonographic examination of carotid artery has its potential in clinical practice in early detecting skin cholesterol and cardiovascular diseases.

**Plantar pressure mapping using foot imprint**

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The foot represents the interface between maintaining and shifting one’s centre of gravity.Foot problems are varied and range from simple disorders to complex diseases . Foot plantar pressure is the pressure field that acts between the foot and the supporting surface during everyday locomotor activities.Plantar pressure assessment can provide information relating to the loading of the foot, as well as information specific to each region in contact with the ground. This paper reviews about the existing methods to assess the pressure distribution in the foot, which serves as an important tool in biomechanical research. However, the existing methods are not economical. The early diagnosis of high pressure areas plays a vital role in preventing high risks for foot problems such as foot ulcers,especially in diabetic patients.The objective of this study is to map the pressure distribution in the foot by processing the foot impression image obtained from a set of diabetic patients at different risk categories using a device called Harris Mat thereby proposing a cost effective alternative to the existing foot scan techniques and to derive equivalent results compared to the available sensor based techniques.

**Distributing packets in Compact Buffers using Load Balancing algorithm in Routers**

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High-speed routers depend on well-designed packet buffers which support multiple queues, provide large capacity and short response time. In our paper a efficient and scalable distributed packet buffer architecture is introduced. To make this architecture workable two primary problems needs to be focused on 1.How the overhead of individual packet buffers can be minimized, and 2. How the packet buffers can be designed. The problems can be solved by using a Hybrid SRAM/DRAM Architecture, which is used to build the Compact packet buffers. Finally, the load balancing Algorithm is used to co-ordinate the multiple compact buffers which maximizes the overall System performance. The proposed architecture together with its algorithm reduces the overall SRAM requirement and provides assurance in terms of low time complexity, upper bounded drop rate, and uniform allocation of resources.

**DEVELOPMENT OF REAL TIME OS FOR CONTROLLING RAPPING MOTOR**

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This paper presents an ideal method to overcome the delay in controlling the rapping motor. In the present scenario, linear sequence programming is used to control the rapping motor. By this method, we can create only one task. This program is usually executed in sequence and priority cannot be given to it. The greatest disadvantage is that it leads to delay and it does not meet real time. In order to overcome this delay, we propose a technique which is a better one when compared with linear sequence programming. We have introduced real time operating system with the help of AT91RM9200 microcontroller in controlling the rapping motor. This OS allows us multitasking and priority also can be given to it. This automatic controller is indeed a boon for the industries which helps them in saving time.

**LIGHT SENSING MOBILE SHOE FOR PARALYZED PATIENTS**

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 This proposed system is especially for the persons who’s having single paralyzed leg. The main aim of this project is to make the paralyzed leg into movable leg. Here a shoe is desingned to operate in free living conditions.The principle behind this is light sensing and moving to appropriate distance..Let us consider a handicap person who has his right leg paralyzed and his left leg perfectly normal.In this project a self moving shoe with wheels for the right leg and a normal shoe for the left leg will be designed. When the person is standing with his legs together, there is a continuous passage of light from the light source to the light detector from one shoe to another. At that time there is no need of controlling or driving the wheel of paralyzed leg. When the person keeps his left leg forward, in an attempt to walk forward, there is a break in the passage of light between the shoes. At that time, microcontroller detect the variation and make the motor fitted in the paralyzed leg will run or move until it reaches the normal leg (i.e by detecting the source).Therefore, the right shoe, provided with wheels moves forward to reach the light from the left shoe, to come in parallel position with the left shoe. Likewise, for every step the person keeps with his left leg, the right shoe helps the person move his leg to appropriate distances. Therefore, the person with a paralyzed leg is able to walk with 'the walking shoe'

**Dynamic Reconfiguration in SOA using Design Patterns.**

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 Service-Oriented Architecture (SOA), which is inherently dynamic in nature, binds services at runtime to meet the Quality of Service (QoS) agreement between consumer and provider. At run time, services can be composed dynamically and new enhanced functionality (service) can be provided by monitoring functionalities and Quality of Service (QoS) parameters of the client. This paper describes the use of well-fitted patterns to accomplish dynamic reconfiguration in any SOA application by dynamically switching between different versions of the sameapplication without human interference and this report also explains how to reuse the services in service evolution.

**SINGLE KEY ASSIGNMENT SCHEME FOR WIRELESSNETWORKS**

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A wireless networks defines “A system that transmits and receives radio signals over the air. The term generally refers to local area networks (LANs) and wide area networks (WANs). In this paper developed ID-based key assignment scheme that guarantees a secure and confidential channel between every pair of nodes in a wirelessnetwork. Communications in wireless networks are susceptible to eavesdropping and tampering by unauthorized parties or adversaries. Additionally we proposed a Single Key Wireless Networks (SKWN). This paper shows that message exchange is secure against internal and external eavesdroppers. This paper also shows via analysis and simulation that SKWN possesses the ability to make efficient use of key storage apacities. In this paper, propose SKWN, efficient use of key storage capacities, control over the number of keys assigned to a node.

**Programmable System on Chip (PSoC) Implementation On Solar Home Power Distribution System**

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Programmable system on Chip (PSoC) is a flexible highly configurable user defined IC designing software. In this paper we bring out the implementation of Programmable system on Chip on solar home power distribution system with the application of Maximum Power Point Tracking (MPPT) and smart inverter for efficient and cost efficient utilization of solar energy the green energy .The MPPT circuit will cancel the variation in input from solar panel for better charging of battery. This paper mainly aims at utilizing the free source of energy much efficiently and smarter ways.

**Design and Implementation of RFID Tag in 4G MobileNetwork using Software Defined Radio Technology**

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Radio Frequency identification (RFID) technology has become emerging technique for tracking and items identification. Depend upon the function; various RFID technologies could be used. Disadvantages of passive RFID technology, associated to the range of reading tags and assurance in difficult environmental condition, puts boundaries on performance in the real life situation. To improve the range of reading tags and assurance, we consider implementing active backscattering tag technology. For making mobiles of multiple radio standards in 4G network; the Software Defined Radio (SDR) technology is used. Restrictions in Existing RFID technologies and SDR technology, can be eliminated by the development and implementation of the Software Defined Radio (SDR) active backscattering tag compatible with the EPC global UHF Class 1 Generation 2 (Gen2) RFID standard. Such technology can be used for many of applications and services. The system is developed and tested on SDR platform. Power and performances of developed Gen2 SDR tag are shown through actual presented result.

**DETECTION OF DATA LEAKAGE BY DETERMINING THE SENSITIVITY OF DATA USING “*M-SCORE*”**

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Managing the data leakage in an organization becomes a major threat and requires a relative mechanism to detect and prevent it. Therefore ,in an effort to determine the extent of damage caused by the user’s within the organization perimeter, we introduce the concept of appending the fake records with original records using m-score. This aims at casting a score that represents the sensitive level of data that has been transmitted unauthorisedly. Using this information, the organization can then take appropriate steps to prevent or minimize the damage.And also the calculation of m-score includes both quality and quantity of data.

**ENHANCING QUALITY IN STILL IMAGE AND VIDEO USING GAMMA CORRECTION**

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*Abstract—* In this paper, an image contrast enhancement method for color image is proposed which that produces uniform distribution in gray scale histogram by defining a new cumulative probability density function in 3-D color space. There are many other color histogram equalization methods that are not directly related to the 3-D histogram. The histogram equalization of a color image is more complex than 1-D equalization due to multidimensional nature of color signal. Experimental results with natural and synthetic images are presented to compare and analyze various color histogram equalization algorithms based upon 3-D color histograms and also enhance contrast.

**A SMS Based Cost Effective Service delivery for M-governance**

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M-Governance or Mobile-Governance involves the utilization of all kinds of wireless and mobile technology services, applications and devices for Governance. A better option is to deliver the potential services where there is no option for internet connectivity. In this paper we proposed a SMS based cost effective service delivery framework where a least configured mobile phone is sufficient for service access. This model is a standalone system that allows its users to simply use the service through standard SMS and delivers immediate responses in your handset. The services may be ranging from information to transactional in a time and cost efficient medium of service delivery. This paper also discusses some proven examples where the services can be implemented effectively.

**PALM VEIN AUTHENTICATION TECHNOLOGY**

D.CHITHRALEGA,IIND YR MCA S.SAIJANANI,IIND YR MCA

 The principal objective of this paper is to demonstrate the Fujitsu’s Palm Secure authentication technology, its advantages over the other authentication technologies and its flexible application in real time system.Fujitsu’s Palm Secure authentication technology is a world’s first contact less personal identification technology that uses the palm-vein recognition pattern for person identification and verification. Vein pattern is unique to each individual; hence it is highly secure and accurate. Moreover, its contact less feature gives it a hygienic advantage over other biometric authentication technologies.The data will be presented in the form of palm vein images as personal identifying factor and as an electronic database. This database is built by the proposed capture device the design details of the palm vein capture device are researched, and preprocessing and feature extraction of palm vein image are also investigated. Experimental results on the small palm vein database show that the designed system achieves an acceptable level of performance.
 This technology can be used in various fields like banking, hospitals, government offices, passport office, etc

**IMAGE OBJECT PARTITIONING USING CUE POINT TECHNIQUE**

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 An astonishing senses that living things ever want to be without is-Vision. Vision is a powerful sense of living things that detects light. Every object or scene is a collection of light that our eyes visualize. In this paper, Identification of object and nature of the object in the scene-typically called image are done by partitioning the scene. Based on the relativity of the data in the scene, it is partitioned to non overlapping compact region by making predominant boundaries. By utilizing the static cues technique such as color and texture, all possible boundary locations in the image which are the edge pixels with positive color or texture gradient are found out. After analysis, the probability of these edge pixels, depth and contact boundary is determined to identify the edge of an image objects in a picture. Using the technique of probabilistic edge map, the intensity of a pixel is set to be the probability to be either depth or contact boundary in the scene. Based on the grouping features such as the position, elevation, orientation, the objects are recognized with the direct scene access. Thereby the expression of the object is identified by trained user object of the framework. Thus my experiment shows the proposed method as Image Object Partitioning with cue point.

**Securing BGP using centralized Key Management**

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The Border Gateway Protocol (BGP) is the de facto inter-domain routing protocol that connects autonomous systems (ASes). Despite its importance for the Internet infrastructure, BGP is vulnerable to a variety of attacks due to lack of security mechanisms in place. Many BGP security mechanisms have been proposed. However, none of them has been deployed because of either high cost or high complexity. The right trade-off between efficiency and security has been ever challenging. In this paper, we attempt to trade-off between efficiency and security by giving a little dose of trust to BGP routers. We present a new flexible threat model that assumes for any path of length h, at least one BGP router is trustworthy, where h is a parameter that can be tuned according to security requirements. Based on this threat model, we present two new symmetric key approaches to securing BGP: the centralized key distribution approach and the distributed key distribution approach. Comparing our approaches to the previous SBGP scheme, our centralized approach has a 98% improvement in signature verification. Our distributed approach has equivalent signature generation cost as in SBGP and an improvement of 98% in signature verification. Comparing our approaches to the previous SPV scheme, our centralized approach has a 42% improvement in signature generation and a 96% improvement in signature verification. Our distributed approach has a 90% improvement on signature generation cost and a 95% improvement in signature verification verification. We also describe practical techniques for increasing the long term security and collusion resistance of our key distribution protocols without increasing the signature generation and verification cost. By combining our approaches with previous public key approaches, it is possible to simultaneously provide an increased level of security and reduced computation cost.

**Nymble : Blocking Abusers in TOR Networks**

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Anonymizing networks such as Tor allow users to access Internet services privately by using a series of routers to hide the client’s IP address from the server. The success of such networks, however, has been limited by users employing this anonymity for abusive purposes such as defacing popular websites. Website administrators routinely rely on IP-address blocking for disabling access to misbehaving users, but blocking IP addresses is not practical if the abuser routes through an anonymizing network. As a result, administrators block all known exit nodes of anonymizing networks, denying anonymous access to misbehaving and behaving users alike. To address this problem, we present Nymble, a system in which servers can “blacklist” misbehaving users, thereby blocking users without compromising their anonymity. Our system is thus agnostic to different servers’ definitions of misbehavior, servers can blacklist users for whatever reason, and the privacy of blacklisted users is maintained.

**REDUCING ENERGY CONSUMPTION AND LATENCY FOR MOBILITY-ENABLED WIRELESS SENSOR NETWORKS**

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The primary focus of this project is, to decrease the delay in data collection and the energy needed to transmit the data in mobility enabled wireless sensor network (WSN).The existing work has low movement speed which is a constraint in mobile BS. It increases the energy needed to transmit the data and is very costly. By using Rendezvous Points (RP) on motion path of BS, we can collect large volume of data without travelling to a larger distance which increases the network throughput. Communication within the network is done at the scheduled time with the help of RP which avoids break in network topology caused by mobility. Moreover the energy needed to transmit the data is also decreased.

Index Terms—Sensor networks, mobility, Energy consumption.

**ZONE-BASED NODE COMPROMISE DETECTION AND RECALL IN**

**SENSOR NETWORK USING SEQUENTIAL ANALYSIS**

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Due to the unattended nature of wireless sensor networks, an adversary can physically capture and compromise sensor nodes and then mount a variety of attacks with the compromised nodes. To minimize the damage incurred by the compromised nodes, the system should detect and revoke them as soon as possible. To meet this need, researchers have recently proposed a variety of node compromise detection schemes in wireless ad hoc and sensor networks. For example, reputation-based trust management schemes identify malicious nodes but do not revoke them due to the risk of false positives. Similarly, software-attestation schemes detect the subverted software modules of compromised nodes. However, they require each sensor node to be attested periodically, thus incurring substantial overhead. To mitigate the limitations of the existing schemes, we propose a zone-based node compromise detection and revocation scheme in wireless sensor networks. The main idea behind our scheme is to use sequential hypothesis Testing to detect suspect regions in which compromised nodes are likely placed. In these suspect regions, the network operator performs software attestation against sensor nodes, leading to the detection and revocation of the compromised nodes. Additionally, we model the detection problem using a game theoretic analysis, derive the optimal strategies for the attacker and the defender, and show that the attacker’s gain from node compromise is greatly limited by the defender when both the attacker and the defender follow their optimal strategies.

Index Terms—Node compromise detection, sequential analysis.

**Detection of Misbehaving Forwarders in Wireless Sensor Networks**

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An Adversary may launch two common attacks in wireless sensor networks such as packet droppers and modifiers. To identify the packet droppers and modifiers that affect the communication in wireless sensor networks. Many schemes have been proposed to mitigate or tolerate such attacks, but very few can effectively and efficiently identify the intruders. To deal with packet droppers, a widely adopted Counter measure is multipath forwarding in which each packet is forwarded along multiple redundant paths and hence packet dropping in some but not all of these paths can be tolerated. To deal with packet modifiers, most of existing countermeasures aim to filter modified messages en-route within a certain number of hops. These countermeasures can tolerate or mitigate the packet dropping and modification attacks, but the intruders are still there and can continue attacking the network without being caught. To locate and identify packet droppers and modifiers, it has been proposed that nodes continuously monitor the forwarding behaviors of their neighbors to determine if their neighbors are misbehaving*.*

**PRESERVING PUBLIC ACCOUNTABILITY FOR DATA USING JAR IN CLOUD COMPUTING**

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In this paper to address this problem, we propose a novel highly decentralized information accountability framework to keep track of the actual usage of the users' data in the cloud. In particular, we propose an object-centered approach that enables enclosing our logging mechanism together with users' data and policies. We leverage the JAR programmable capabilities to both create a dynamic and traveling object, and to ensure that any access to users' data will trigger authentication and automated logging local to the JARs. To strengthen user's control, we also provide distributed auditing mechanisms. We provide extensive experimental studies that demonstrate the efficiency and effectiveness of the proposed approaches.

**A Location Based Service Platform: For the Unstructured Peer To Peer Networks Using Stemming Algorithm**

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Efficient and effective full-text retrieval and ranking process in unstructured Peer-to-Peer networks remains a challenge in the research community because it is difficult, if not impossible, for unstructured P2P systems to effectively locate items with guaranteed recall and existing schemes to improve search success rate often rely on replicating a large number of item replicas across the wide area network, incurring a large amount of communication and storage costs. Due to the exact match problem of DHTs and federated search problem, such schemes provide poor full-text search capacity. It proposes replication of BloomFilters for efficient and effective data retrieval and ranking of data in unstructured P2P networks. Ranking that provides the needs of the users vary, so that what may be interesting for one may be completely irrelevant for another. To retrieve the best results using ranking process based on the frequency of keywords present in the document instead of number of user clicks. The list of document identifiers of the document with high popularity of keywords in the query, highly ranked list of document displayed in the top of the result followed by the rest of the results. By replicating the encoded term sets using BFs and stemming of words instead of raw documents among peers, the communication and storage costs are greatly reduced, while the full-text multikeyword searching is supported and best ranking will be performed.

**Realistic Movement of Vehicles for VANET using a Hybrid Routing protocol**

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Vehicular Ad-hoc Networks (VANETs) is attracting considerable attention from the research community of Intelligent Transportation System (ITS).Due to the difficulty in deployment and complexity of implementing a VANET in real world, therefore work of VANET relies on simulation. Generally, MOVE is used to generate mobility model and traffic model. The output of MOVE is given to SUMO, an open-source vehicular behaviour simulator. The integration of MOVE and SUMO, simulation has been studied and the routing algorithm is implemented in ns2.We implement a HLAR protocol which is the combination of both AODV and LAR. AODV is used to find neighbors and LAR is used to predict the location. This paper attempts to evaluate the performance of VANET in a realistic environment.

***Index terms : VANET, simulation , routing algorithm***

**LOCAL TETRA PATTERNS IN DIAGONAL PIXELS: A NEW FEATURE DESCRIPTOR FOR CONTENT –BASED IMAGE RETRIEVAL**

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Target search in content based image retrieval systems refers to finding a specific image such as a particular registered logo or a specific historical photograph. I propose a novel indexing and retrieval using local tetra pattern for content based image retrieval method based on efficient combination of multi-resolution color and texture features. The proposed method encodes the relationship between the referenced pixel and its neighbors, based on the directions that are calculated using the first-order derivatives in vertical and horizontal directions. In addition, I propose a generic strategy to compute *n*th-order local tetra pattern using (n-1)th-order horizontal and vertical derivatives for efficient CBIR and analyze the effectiveness of our proposed algorithm by combining it with the Gabor transform. I prove that our approach is able to reach any given target image with fewer iterations in the worst and average cases. Extensive experiments in simulated and realistic environments show that the approach significantly reduces the number of required iterations and improves overall retrieval performance.

**Keywords:** CBIR, Novel Indexing, LBP, LTP, LDP, LTrP, Discrete Wavelet Transform.

**EMERGENCY ALERT SYSTEM USING LOCATION TRACKING**

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The project entitled as “**EMERGENCY ALERT SYSTEM USING LOCATION TRACKING**”. Text messaging services are increasingly being relied upon to disseminate critical information during emergencies. In recent days accident happens very common due to heavy traffic and increase in vehicle level and bad drivers, hence it requires a software to inform the service centre for instant help to save life of the people. The Most of the people are stressed out and overstrained after accidents even if no one is hurt. Consequently, they may face some difficulty in reporting the accident to the police and civil defence, or they may provide them with inaccurate information about the location of the accident. Some of these deaths can be attributed to the long response time required to reach an accident. This is due to the fact that the process of determining the location of an accident made by a communication between a person in the accident or a person near the accident. The persons in a given accident may need an urgent treatment and the delay in response time can increase the severity of the accident. Moreover, even if they were able to provide the necessary information it may take them some time to deliver it to a human Counterpart. Hence it will take the police and civil defence more time to reach the accident location in the appropriate time to rescue people. Automatic Crash Detection Systems are those systems that automatically notify emergency centers of vehicle crashes. These systems are commonly equipped with sensors distributed in all directions of the vehicle and used to collect crash severity information. The system then communicates with an emergency dispatcher to assist in determining the appropriate emergency personnel and equipment.