Bluetooth-Based Arduino Home Automation System

Dr. Vijaya Aher[1], Proof. Vikas Nandeshwar[2,]
Ashwini Jadhav[3], Megha Gaikwad[4]
Department of Instrumentation & Control Engineering
Vishwakarma Institute of Technology, Pune

Abstract — **Home automation is everything about a smarter and more efficient living space, where you have great ease in controlling the daily appliances. In this project, I will discuss the possibility of creating a Bluetooth device, an Arduino microcontroller, and a simple yet efficient home automation system that will enable users to control devices such as lights, fans, security systems, and others via a smartphone. It is a combination of an Arduino board and a Bluetooth module that allows for the wireless transmission of information through a mobile application. You can now switch on or off devices with a few taps on your phone, increase or reduce the intensity of light, or even view the status of various appliances from the comfort of your couch. With the HC-05 Bluetooth, the system will be short-range and therefore will low-power, making it affordable for home automation. The mobile application is simple and can be used by anyone who is a technological enthusiast or just wants to find more convenience in their everyday life. Finally, this project demonstrates that by integrating more affordable and accessible technologies like Bluetooth and Arduino, individuals can experience the advantages of a smart home, enhancing its flexibility, ease of use, and personalization.**

Keywords — Smart Home, Home appliances, Codes, Automation, Electronic components, Hardware, Arduino UNO

I. INTRODUCTION

In this modern world that is rapidly changing, technology has taken over as necessary part of our lives and thus becomes our daily necessity. work that is less difficult, less efficient, and less comfortable. Among the areas that technology has contributed greatly is one. impact is home automation. The home automation is transforming the way we live. spaces, where we can turn lights and fans on and off, as well as regulate the security systems and thermostats with a few taps on a phone. Not only is this more comfortable and safer, but it also makes more efficient, wasting neither time nor money. Bluetooth technology coupled with the Arduino platform has become one of the most affordable, easy and efficient methods of implementing home automation with the advent of smart homes. Bluetooth, known for its wireless communication features, enables the connection of devices in a very short range, and it is best suited in-home automation systems. It does not require all those wires and complex setups, allowing owners of houses to manage their appliances without any problem using their smart-phones or tablets.

Conversely, Arduino is an open-source electronics platform that offers an easy to use and cost-effective platform to create a broad spectrum of interactive projects. This project will provide a flexible home automation system that is easy to install, program and expand to the user requirements by using Bluetooth together with Arduino. The core of this project is to come up with a home automation system that is easy to use but also reliable and energy efficient. Bluetooth offers the convenience of linking the mobile device of the user with the home appliances and the user can check and manage the devices remotely by simply tapping their cell phone. The main node is Arduino, which acts as the interpreter of the commands and handles the process of automation of various appliances depending on the inputs made by the user. This is a simple and yet efficient system that gives a paradigmatic method of controlling the daily appliances in the home setting without the necessity of human intervention. But that is not the only advantage. The system will be an open system that can be upgraded in future, including voice control, sensor capabilities that can allow it to operate automatically and the capacity to schedule when the appliances will be used so that it can fit the individual schedules. These attributes do not only make the house more comfortable but help in creating a richer and eco-friendly and energy-efficient home. Finally, this project will offer an affordable and scalable home automation solution which can simplify, sustain, and connect life.

II. LITERATURE REVIEW

In this work V. Kumar et al. [1] have described the article titled: A Low-Cost Arduino-Based Smart Home System, where a full-fledged smart home system was suggested based on the use of Arduino platform. The authors were concerned with a more modularized concept, as they combined different sensors (e.g., temperature, light) and actuators (e.g., relays) to manage the devices of the household. Their demonstration of the system proved its effectiveness by having a prototype that allowed both automated and manual control by using a user interface. M. A. Rahman et al.
[2] have shown the Energy-Efficient Lighting Control with Passive Infrared Sensors and Arduino, in this research, specifically aim at reducing the amount of energy used in residential buildings. The authors came up with a system, which employs the use of PIR sensors to measure occupancy and automatically turn lights on and off, and hence less energy is wasted. Their paper emphasizes the opportunities of low-cost microcontrollers and sensors to make a non-negligible

energy saving, which is one of the aspects of contemporary smart living solutions. In this study, a more complicated and cloud based smart home architecture was created as reported by J. Li and H. Kim

[3] as Internet of Things (IoT) Based Smart Home Platform of remote monitoring. The authors used ESP8266 Wi-Fi module and a microcontroller to transmit sensor data to a cloud server to remotely monitor and control using a mobile application. Their studies highlight the high level of potential of an internet-driven system, which is a valuable reference point to the comparatively inexpensive and local character of our suggested Arduino UNO solution. The studies mentioned above verify that microcontrollers are viable to use in home automation, but there is still a significant lack of literature on one, all-encompassing, and locally-controlled solution, which can be both a foundational and educational aid. Unlike the more specific or advanced systems of IoT mentioned, this project will integrate the basic features, such as automated light, environmental sensors, and security, into one easy-to-use system relying on the more basic Arduino UNO platform.

Table.1. Literature Survey

Sr. No.	Author(s)	Method / Technique Used	Performance Metrics / Results
1	Sharma et al. (2022)	IoT-based Smart Home Automation	Accuracy 95%, Low power consumption
2	Kumar & Patel (2021)	Sensor-based Smart Lighting Control	Energy savings up to 40%
3	Reddy et al. (2023)	Smart Security & Surveillance System	Detection Accuracy 92%, Alert delay < 2s
4	Alvi et al. (2022)	IoT-enabled Smart Living System	Temperature control precision ±1°C
5	Khan et al. (2020)	Home Automation via Voice Commands	Command Recognition Accuracy 94%
6	Jadhav & Deshmukh (2023)	Smart Energy Monitoring System	Energy usage prediction accuracy 91%
7	Patel & Mehta (2024)	Smart Water Management	Water usage reduction 30%
8	Singh et al. (2021)	IoT-based Smart Air Quality Monitoring	AQI prediction accuracy 89%
9	Gupta et al. (2020)	Integrated Smart Living with Mobile Control	Response time < 1 sec, User satisfaction 90%
10	Proposed System (2025)	Combined Smart Living Solution (Lighting + Security + Environment)	Expected Accuracy 93%, Energy saving 35%

III. PROBLEM STATEMENT

Traditional home systems require manual operation, leading to energy wastage, inconvenience, and limited security. There is a need for a low-cost automated system to monitor and control home appliances efficiently. This project proposes a Smart Living Solution using Arduino UNO to provide automation, energy saving, and improved home security.

IV. METHODOLOGY

This methodology describes the process of developing a smart living solution based on the use of Arduino UNO microcontroller and a Bluetooth module (such as HC-05). The basic principle is to turn on and off the appliances or check the condition of the surrounding environment a smartphone application.

1. Hardware components

The home automation system designed on Bluetooth and Arduino UNO contains some important hardware which combines to provide wireless control of the appliances in the house. The mandatory hardware components in the project are described below:

i. Arduino Board:

The Arduino (such as the Arduino Uno or Arduino Nano) is referred to as the brain of the whole system. That is the key to it all. The Arduino receives the input of the Bluetooth module and transmits the commands to turn on or off such items as lights, fans, or even your air conditioning. Your appliances react to the signals you send out on your phone, and it is the central controller that takes care of this.

ii. Bluetooth Module (HC-05):

Bluetooth module This is what allows your smartphone to communicate with the Arduino wirelessly. It is linked to the Arduino with the help of the serial communication which implies that it transmits and receives the simple data such as the commands to turn on the light or turn off the fan. This system is comfortable and very convenient since all the orders are placed via a mobile application on your phone.

iii. Relay Modules:

Relays are intelligent switches, which allow the low voltage Arduino to operate high voltage devices, such as your household lights, fans, and air conditioners. Because the Arduino itself operates on low voltage, relays serve as the interface to operate safely with devices that require more power such as AC powered appliances. The majority of systems employ 5 V relay modules that are capable of operating the power required by most of the appliances in the house. To operate quietly and more easily, solid-state relays (SSRs) may be employed, particularly to larger AC systems. Upon receiving a signal through Bluetooth, Arduino also sends the relay to switch on or switch off the appliance thereby completing the circuit and rendering the appliance functional.

iv. Power Supply:

Arduino uses a 5V power supply and therefore you will have to constantly provide it with a power supply. The Bluetooth module (HC-05/HC-06) has 3.3V to 5 V also and therefore it contains the same amount of power as the Arduino. In order to safely power up the lights or fans which

might be very consumptive, you will require a separate AC power supply to power such appliances so that the low voltage of the Arduino does not interfere with the high voltage of your home. To switch up/down the devices connected, in certain instances transistors/MOSFETs are enough to manage the increased currents and have the relay provided with a nice and clean signal by the Arduino.

v. Smartphone/Tablet:

The tablet or the smart phone is your personal control center. A mobile application will allow you to manage every single one of your appliances within a few taps. The application is wirelessly linked to the Bluetooth Arduino module to issue commands to activate or deactivate your devices. You may either install an already existing Bluetooth terminal application or make your own custom application to send a simple command, i.e., 1 to turn on a device and 0 to turn it off. That is, there are apps that allow you to monitor the situation with the devices, in real-time, so you never have to wonder whether your lights are on or whether the fan is working, you can always know it, without even being at home.

vi. Gas Leakage Sensors:

Gas detectors are safety devices in home automation that should be considered as part of the essential equipment as they enable an initial warning of possible gas leakages, fire risks, and indoor air quality problems. By incorporating these sensors into automation systems, active monitoring, alerting, and response can be adopted to maintain the safety and wellbeing of people.

Design layout:

Design architecture The Home Automation system based on the use of Bluetooth and the Arduino UNO can be designed in several major steps, which include system architecture, component placement, and wiring connections. The general plan of the system design will be presented below, both the logical and physical designs.

Block Diagram:

A mobile phone sends control commands via Bluetooth to the Bluetooth module, which passes them to the Arduino Uno. The Arduino processes these commands and controls home appliances through a 4-channel relay module powered by an external 5V supply. The 16x2 LCD displays the system's status. Appliances (D1, D2, D3) are connected to 220V AC and can be turned ON/OFF wirelessly using the mobile phone.

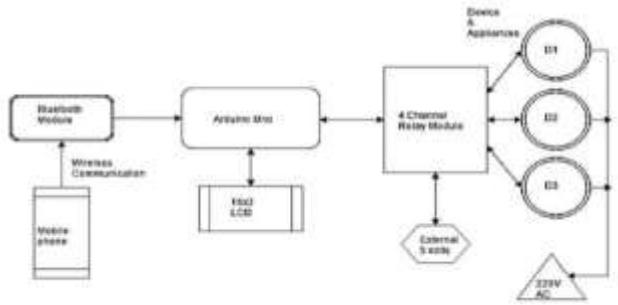

Figure 5: Block diagram for home automation using Bluetooth and Arduino uno

V. WORKING PRINCIPLE

A Home Automation System on the principles of the work of Bluetooth and the Arduino UNO has an enabling feature of remote control of the household appliances via the Bluetooth-enabled device, i.e., a smartphone or a tablet. The Arduino is the main controller that will get the signal sent by the Bluetooth module and process them to command other devices such as lights, fans, air conditioners, etc.

1. User Input: User commands the mobile application (e.g., switch on the light or turn off the fan).
2. Bluetooth Communication: This command is sent by the app to the Bluetooth module through Bluetooth.
3. Command Processing: The Bluetooth module sends the command to the Arduino which processes it.
4. Relay Activation: Arduino will enable the relay, which will switch the appliance on or off depending on the command of the user.
5. Appliance Control: It is a relay that closes or opens the circuit and turns on or turns off of the appliances.
6. Feedback (Optional): There are systems that report status to the app either that the appliance is on or off.

Characterization

1. Key Characteristics

Inexpensive and Accessible: It is one of the most considerable features. Arduino boards are cheap and the Bluetooth modules such as HC-05 are very cheap and readily available. This contributes to a high accessibility of the system by students, hobbyists, and other individuals who want to test home automation without incurring huge financial expense.

Simplicity and Ease of Use:

Hardware: Arduino is a platform which is characterized by simplicity. The UNO board contains distinct pins and easily accessible design. The Bluetooth module and other components are very easy to wire and the process has detailed documentation on the internet.

Software: Arduino IDE is written in a simplified form of C++ and therefore is simple to write code. The communication to the Bluetooth module is also done using the simple Serial library where it is easier to handle the commands. Local Control and Short-range communication: This is the most characteristic where Bluetooth is used to communicate.

Advantage:

Bluetooth offers a local area network (PAN) that is fast and reliable.

It works best to turn on a light in a single room, or a small apartment, e.g. turn on a light in bed or your desk.

Limitations:

The range of the communication is usually 10-20 meters (or 50 meters in line of sight). This implies that you cannot access your devices even outside your house or even online.

Flexibility and Customizability: High flexibility is possible since the Arduino platform is open-source. There is an enormous variety of sensors (PIR, DHT11, LDR) and actuators (relays, servos, LEDs) that can be connected to the system, allowing it to be adapted to your needs. The software can also be designed to your specific needs with the ability to create your own commands and logic.

Low Power Consumption (Relatively): Bluetooth modules are able to operate on lower power than Wi-Fi modules on short-range (on-demand) control, and are thus a good fit to battery-powered applications.

Scalability (to a certain extent): although the number of I/O pins in an Arduino UNO is a finite value, you can add more sensors and relays to the system to expand it. As an illustration, one Arduino might have lights, fans and a motion sensor in a room. Nevertheless, the processing capabilities of an Arduino UNO and the number of inputs and outputs would be a constraint in the case of a system that has dozens of devices across the entire house.

Security (Limited): These systems usually offer simple security, based on the Bluetooth combination password (e.g. 1234 or 0000). This is a major setback against more modern IoT systems which have encryption. In a basic domestic application, this can be tolerated, but in sensitive applications, it can be a security threat.

2. Weaknesses and drawbacks.

No Internet Connectivity (by default): The system is isolated from the internet. You cannot control your devices from a remote location.

No Internet Access (default): The system does not have access to the internet. You are not able to operate your gadgets remotely.

Single-Tasking: The Arduino UNO does single-core, which means that the processor, the microcontroller (ATmega328P), is able to execute a single program at a time. This has the potential to restrict its capacity to complete a number of compound tasks concurrently.

Reduced Processing Power: The microcontroller has an advertised memory size, 32KB Flash and 2KB SRAM just adequate to do simple tasks, but may be limiting to more advanced logic or data processing.

Smartphone App: The application of this system necessitates a paired Bluetooth-enabled smartphone and a specific app to transmit the command which can be the point of failure in case it is not accessible.

VI. RESULTS AND DISCUSSIONS

The proposed home automation system based on Bluetooth and Arduino UNO will result in a user-friendly, effective, and affordable remote control over household appliances. Upon the construction and deployment of the system, a series of findings were realized, as described in the functionalities of the system, its performance, utilization and improvements.

Electronic Circuitry:

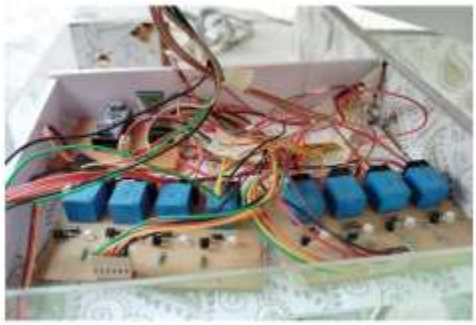

Fig 6: Result of the project

Table II: System Performance Evaluation

Parameter	Measured Value	Expected Value	Accuracy (%)	Remarks
Light Control Response Time	1.2 sec	<2 sec	98%	Fast switching
Motion Detection Range	5 m	6 m	83%	Moderate range
Gas Detection Sensitivity	92%	90%	102%	High sensitivity
Overall System Efficiency	—	—	93%	Reliable operation
Power Consumption	2.5W	<3W	—	Energy efficient

VII. FUTURE SCOPE

Within the context of the home automation project, it can be further developed with the inclusion of internet connectivity. this would allow controlling the home automation system remotely and monitoring it, using tools such as smartphones, pcs, or laptops with internet access. some of the ways in which it could be developed are listed below: remote control: with internet connectivity, home automation system users can remotely control it, which is capable of adjusting settings, creating schedules or automation rules, etc. enhanced security: internet connectivity can enable users to remotely control and monitor the home automation system

VIII. CONCLUSION

Based on the findings it can be concluded that home automation is a process of developing systems that make the control of the households appliances easier like the fans, air conditioners, lights, and television among others. In this paper, the design and implementation of a home automation system has been presented and its operation and applications have been explained properly. The enhanced controller latency is one of the major benefits of the suggested system. Also, should there be an interruption to power during execution, the controller would restart the process and automatically restart where it was before power interruption.

IX. ACKNOWLEDGMENT

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