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Department of Computer Science and Applications

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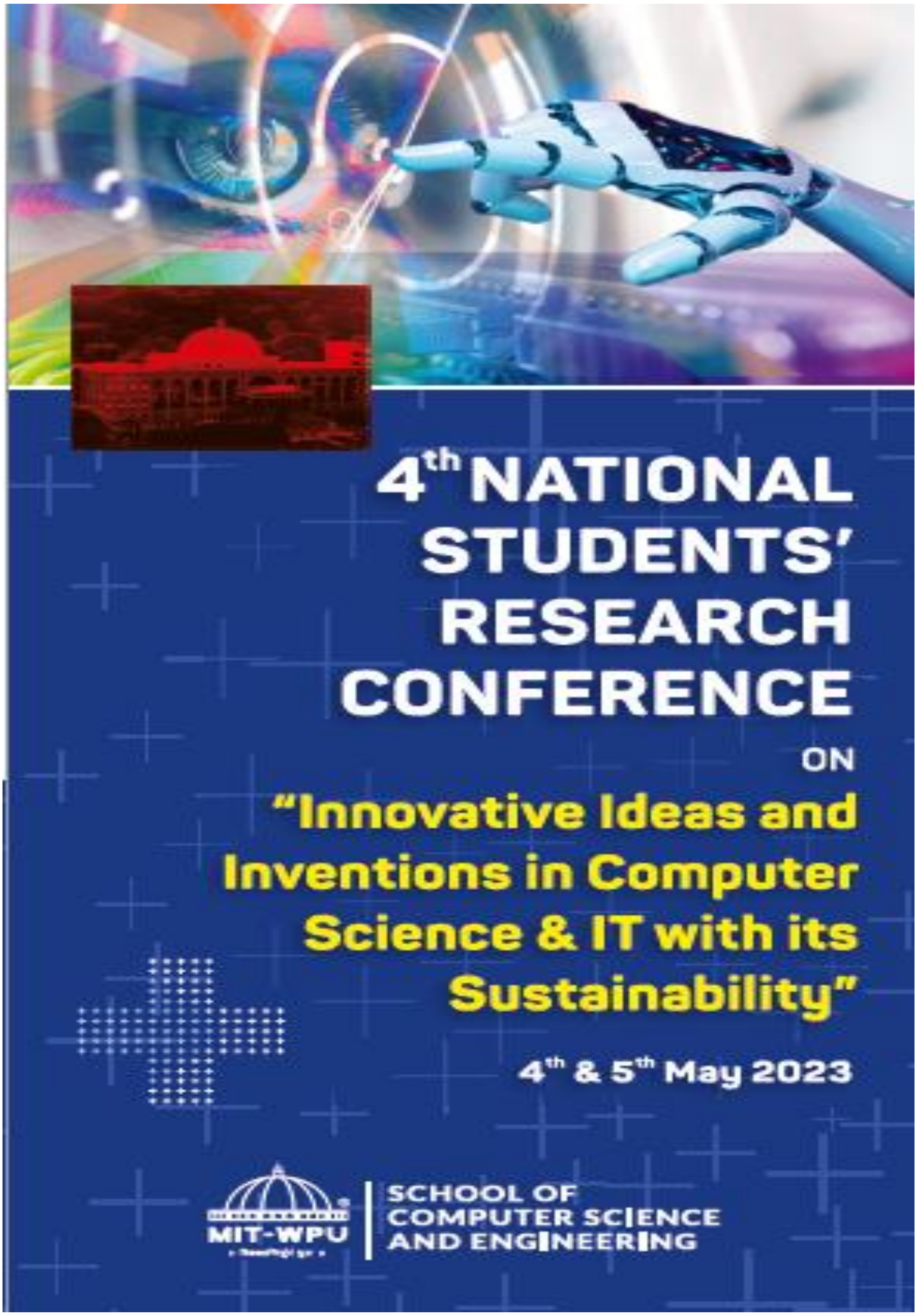
4th NATIONAL STUDENTS' RESEARCH CONFERENCE
ON
"Innovative Ideas and Inventions in Computer Science & IT with its Sustainability"
4th & 5th May 2023
MIT-WPU
SCHOOL OF COMPUTER SCIENCE AND ENGINEERING

Dr. Vishwanath Karad MIT World Peace University

Department of Computer Science and Applications

4th National Students' Research Conference 2023

on

"Innovative Ideas and Invention in Computer Science & IT with its Sustainability"

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Index

1.

Medical X-RAY Image Classification Using CNN Based Model

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Abstract:

Viruses, bacteria, and fungus may all cause pneumonia, which one among the primary reasons of mortality in the globe. Detecting pneumonia from chest X-rays is challenging, however, this work is about simplifying the procedure for both experts and novices using a novel deep learning framework based on transfer learning. Previous studies have proposed a large amount of deep learning models as for pneumonia detection, but finding a successful approach that fulfils all performance measures. Therefore, this work proposes a pre-trained model called ResNet152V2, a Convolutional Neural Network (CNN), and evaluates it using Python. The suggested model outperforms other models in terms of f1-score, area under the curve, precision, accuracy and by 94.65%, 92.85%, 93.94% and 93.27%, respectively. An *important goal of this research is to offer effective deep learning model for the identification and categorization of pneumonia.*

Index Terms: *Deep Learning, Machine Learning, ResNet152V2, Convolutional Neural Network, Pneumonia*

1. Introduction

Medical imaging may be used to identify and treat a wide range of illnesses. Identification and categorization of several illnesses, such as pneumonia, cancer, and heart disease, is one of the most important uses of medical imaging. In recent years, machine learning (ML) models have shown remarkable progress in analyzing medical images and providing accurate diagnoses. Among these, the classification of pneumonia using ML models has attracted significant research attention due to its high prevalence and mortality rate. An estimated 1.4 million kids per year, or 18% of all kids under five years old, pass away from pneumonia. Also, every year, about two billion individuals globally deal with pneumonia, which can be fatal if immediate treatment is not performed. A timely diagnosis of pneumonia is essential [1][2]. The most popular and affordable method of detecting of pneumonia with the help of chest X-rays [3].

The accuracy of disease prediction using deep learning algorithms has already been demonstrated to be on par with that of a typical radiologist [11]. At this time, trained physicians cannot be replaced by deep learning-based algorithms in medical evaluation. Hence, deep learning-based computer-aided diagnosis techniques can be employed as an addition to clinical decision-making.

Medical image classification, particularly the categorization of X-ray images, is increasingly being done with convolutional neural networks (CNNs). These deep learning models are very good at finding patterns and characteristics in vast datasets, which enables them to accurately learn to distinguish between various kinds of medical images. CNNs have the potential to increase diagnosis accuracy and support doctors in making more informed decisions on patient care because of their capacity to recognize minute differences in medical images.

Traditionally, human specialists created deep neural network models and ran experiments on them using a continual trial-and-error process. It takes a lot of time, expertise, and resources to complete this process. This issue is solved by presenting a novel yet simple method to automatically perform the best task of classification with deep neural network architecture. The architecture of the neural network was created especially for challenges involving the classification of images of pneumonia. The suggested method convolves an image to extract important features using a collection of neurons. Convolutional neural network technology serves as its foundation. The effectiveness of the suggested strategy was demonstrated with a purpose to reduce the computing cost.

Although modern strategies for categorization based on CNN provide comparable trial-and-error system centered network topologies that they designed basis, Deep learning algorithms with CNN motivation have lately taken over as the default choice for categorizing medical pictures. Changes to the deep layered CNN's parameters to detect pneumonia have been tested in a number of articles. Pneumonia-related diffuse opacification on a lung radiograph might either have an alveolar or an interstitial pattern. Laboratory evidence of a bacterial infection is seen in individuals having chest radiographic evidence of alveolar infiltration, especially those with lobar infiltrates [4].

2. Literature Review

Enes Ayan et al. [5] compares the performance of two CNN models, Vgg16 and Xception, in diagnosing pneumonia using chest X-ray images. According to the test findings, Vgg16 performed better than Xception in terms of precision, accuracy, and F1 score for pneumonia. However, Xception was better at identifying pneumonia patients in general, but Vgg16 was effective at identifying typical instances. The authors suggest that combining the strengths of both networks through an ensemble approach could lead to more successful results in diagnosing pneumonia. The test's findings indicated that the Vgg16 network performs better than Xception network in terms of accuracy, specificity, pneumonia precision, and f1 score (0.90%) by 0.87%, 0.91%, and 0.90%, respectively. The Xception network surpasses the Vgg16 network in terms of sensitivity (by 0.85%), normal accuracy (by 0.86%), and pneumonia recall (by 0.94%).

Nitin Singh et al. [8] implemented an advanced technique such as Gray level Co-Occurrence Matrix and Wavelet Transform for detection of x-ray images of the chest to identify pneumonia. These methods are known for their ability to extract useful features from image data, particularly texture features, which can be informative for identifying patterns of pneumonia. Using K-nearest neighbors (KNN) and Support Vector Machines (SVM) for classification is also a popular choice in machine learning, and it's good to see that these techniques have been used in this study. The achieved accuracy of 94.6% with cubic SVM and 92.6% with weighted KNN is impressive and suggests that the proposed approach has good potential for the automated diagnosis of pneumonia. However, similarly to any machine learning approach, it's important to validate the performance of the model on a larger and more diverse dataset to ensure its robustness and generalizability. Moreover, the interpretability of the model's decision-making process should be investigated to ensure its clinical usefulness and avoid potential biases. Overall, this research is promising and has the potential to contribute to the development of automated diagnosis systems for pneumonia, this might possibly save lives by enhancing the speed and accuracy of diagnosis.

Abdullah Faqih Al Mubarok et al. [10] compares the performance of two deep convolutional architecture, Residual Network and Mask-RCNN, in classifying and detecting pneumonia. Because Mask-RCNN's RPN algorithm performs poorly at recognizing the characteristics of pneumonia, Residual Network outperforms it in terms of pneumonia identification. Due to an uneven dataset, the two networks also display a significant gap between sensitivity and specificity. Future study can concentrate on tweaking hyperparameters, utilizing more intricate network topologies, and enhancing the imbalanced dataset to enhance the performance of the two designs. Residual Network beats Mask-RCNN, which has an accuracy of 78.60%, with a precision of 85.60%. The study helps to improve the pneumonia CAD system, which is important for medical diagnosis and therapy.

Harsh Sharma et al. [6] elucidated deep CNN architectures to classify chest X-ray images for pneumonia detection. Both original and augmented datasets were used to assess how the amount of the dataset would impact CNN performance. Two CNN architectures were designed from scratch with data augmentation to prevent overfitting. The other models were outperformed by the CNN that used augmented data to train dropouts. To increase classification accuracy, future study will examine other optimizers and data augmentation strategies. Early stopping and batch normalization will also be tested to avoid overfitting. Their highest accuracy achieved was by Model 1 which was 90.68%.

Tej Bahadur Chandra et al. [7] puts forward a technique for applying machine learning to automatically diagnose pneumonia on segmented lungs. The technique concentrates utilize this knowledge to identify pixels in the segmented region of the lungs that are more indicative of pneumonia and uses it to extrapolate relevant attributes. On a series of 412 chest X-ray images with 206 pneumonic and 206 normal subjects, the approach was evaluated using five classifiers. The proposed method achieved significantly higher accuracy of 95.63% using Logistic Regression classifier and 95.39% with Multilayer Perceptron compared to the traditional method. This method could potentially improve pneumonia diagnosis and treatment using chest radiographs.

Saurabh Thakur et al. [9] propounded a methodology for using advanced artificial intelligence techniques, such as convolutional neural networks, for the diagnosis of pneumonia. The VGG16 model is a popular choice for image recognition tasks, and it's good to see that it has been applied to the diagnosis of pneumonia with promising results. Transfer learning and fine-tuning are popular techniques in deep learning that enable the use of trained models and the adaptation of those models to new tasks. It's good to see that these techniques have been used in this study, as they can significantly reduce the training time and improve the accuracy of the model. The achieved accuracy of 90.54% is impressive and shows the potential of using deep learning models in order to identify pneumonia. Moreover, the recall of 98.71% and precision of 87.69% suggest that the model has a specificity and high sensitivity which is crucial for accurate diagnosis. But it's crucial to highlight that the model's performance should be validated using a larger dataset with varied demographic and clinical characteristics. Moreover, the interpretability of the model's decision-making process should be investigated to ensure its clinical usefulness and avoid potential biases. Overall, this research is promising and has the potential to contribute to the development of automated diagnosis systems for pneumonia, which can accelerate and more precisely diagnose diseases and potentially save lives.

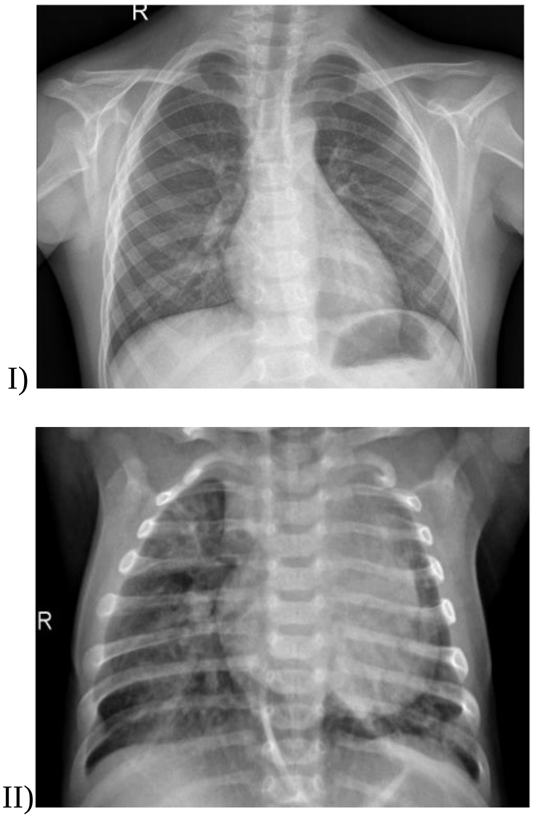
3. Material and Method

We outline the comprehensive tests and evaluation procedures used to determine whether the suggested paradigm is effective. The chest X-ray image collection used in our research was first proposed in [12].

3.1 Dataset

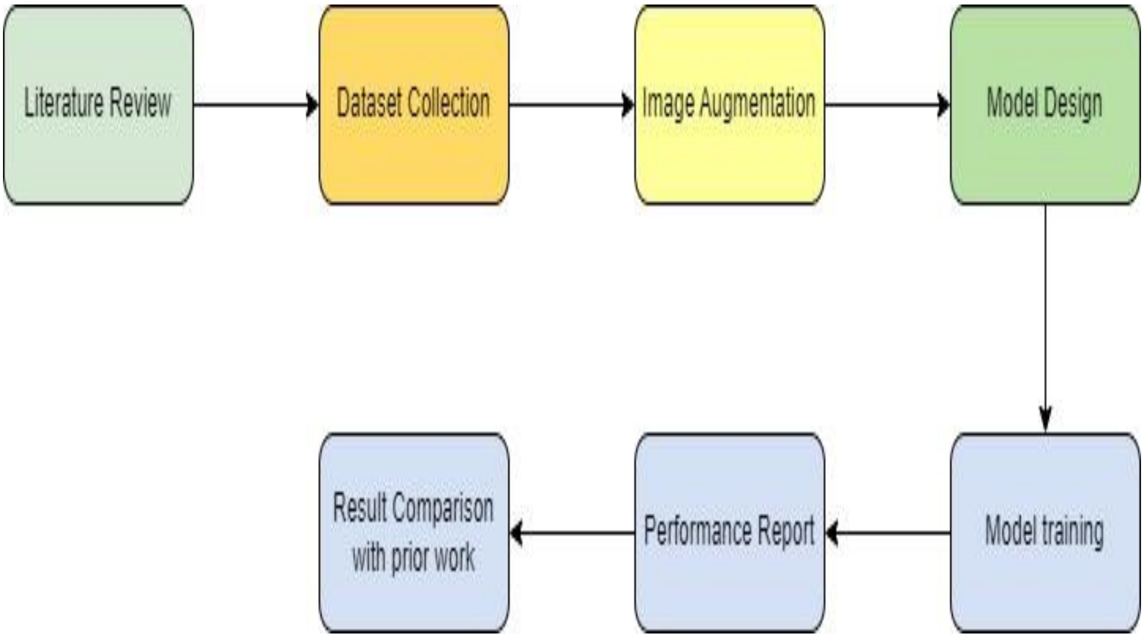
The three sections of the provided dataset are as follows: validation, train and test. Every image category that is Pneumonia and Normal have been provided with their own subfolder and dataset. The dataset has 5,863 X-ray pictures. that are in JPEG format. This dataset was provided by an author named as Paul Mooney. X-ray imaging displayed the chests of a group of individuals who were all younger than 5-year-old, from a Medical Center based in Guangzhou [12]. We have split the dataset into two parts, training and testing. Training contains 87% of the data and testing contains 13%.

Figure 1. Chest X-ray Images of a healthy individual (I) and an individual who has pneumonia (II).



3.2 Methodology

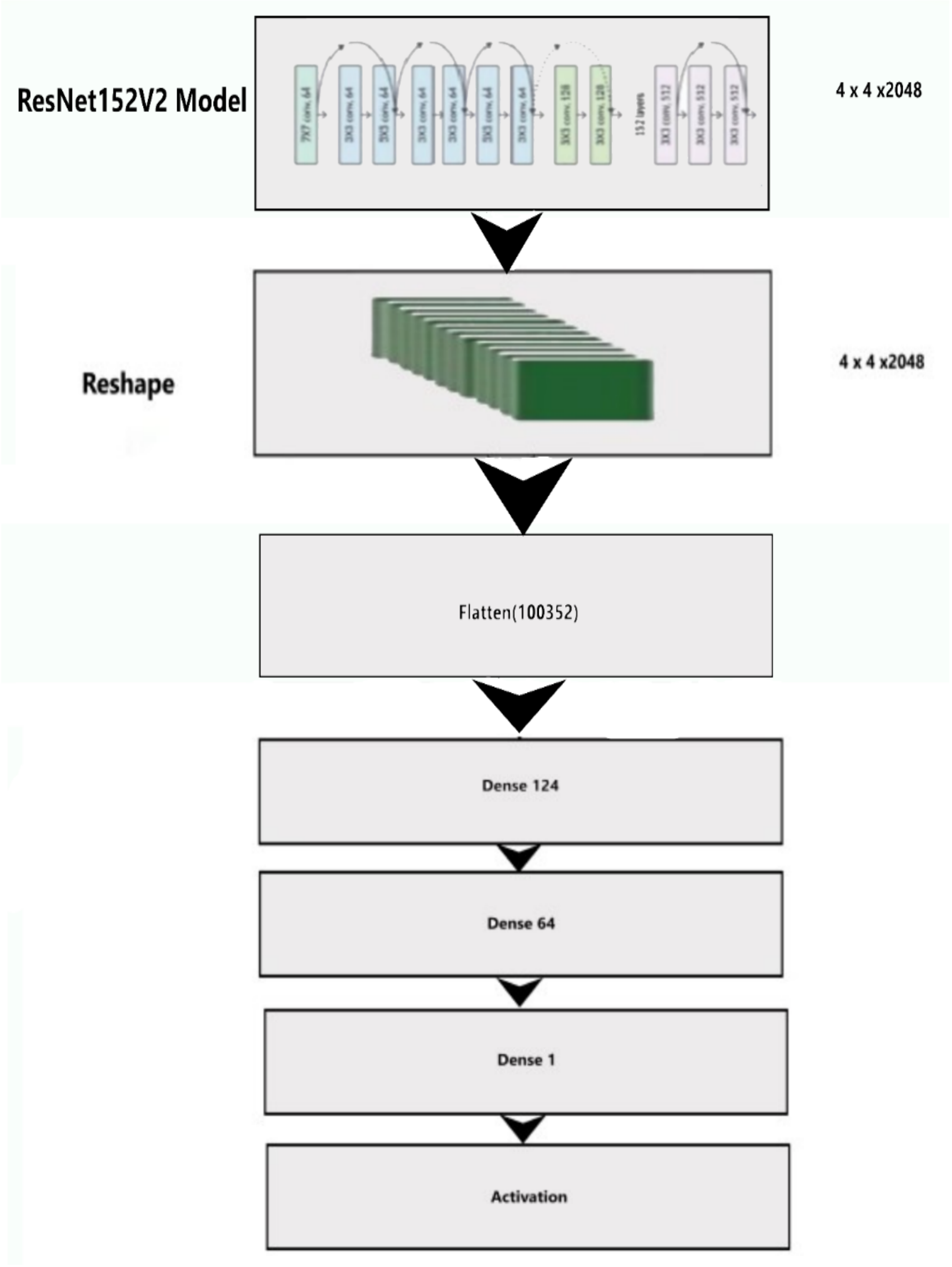
The results of earlier research articles were examined. Dataset collection and local storage were completed. Pre-processing of all relevant data was done. For training we used ResNet V2 cutting-edge CNN model. Following training on the dataset using this CNN model, the model's effectiveness was assessed. After that, the accuracy of the model was contrasted with models suggested by earlier research articles.



4. Preprocessing and Augmentation

The rescale operation during the augmentation procedure implies picture reduction or magnification. The rotation range adds the rotation of 40 degree. The image angles are clipped with a 0.2 percent shear range in the anticlockwise direction. The images were then randomly zoomed by the zoom range before being rotated horizontally, to a ratio of 0.2 percent. The validation spilt of 0.3 splits the data into 87% training and 13% testing.

5. Model Design



Model Name	Architecture Used	Specification
Model 1	ResNet152V2 (Pre-trained)	Pre-trained model with frozen weights

In the field of computer vision in particular, ResNet V2 has been demonstrated to be a very successful CNN architecture for image recognition and localization tasks. ResNet V2 uses residual connections to effectively train very deep networks, which was previously difficult for CNNs.

Residual connections were first introduced in the ResNet V2 architecture (V1) and allow information to travel over some network layers, making it simpler to train extremely deep networks. After each convolutional layer, the V1 architecture additionally employs batch normalization, which enhances training stability and generalization.

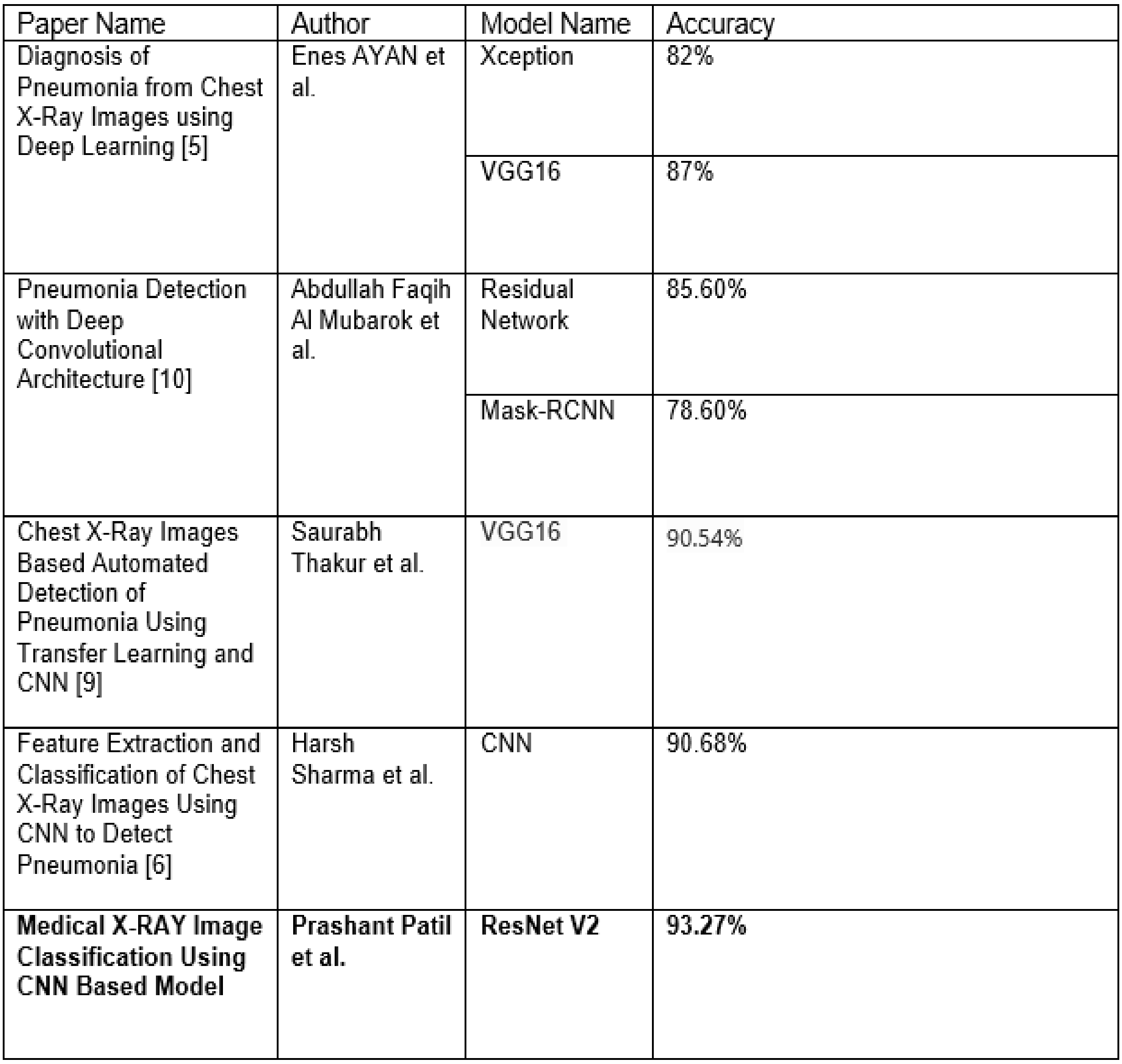
The batch normalization that is added before each convolutional layer in ResNet V2 expands on this. This is supposed to enhance information flow throughout the network and boost some task performance. The "bottleneck" architecture in ResNet V2 decreases the number of parameters in the network while still enabling the training of extremely deep networks. This update is in addition to the others.

In several image recognition tasks, including object recognition and detection, image segmentation, and others, ResNet V2 has been demonstrated to perform at the cutting edge.

6. Result

We compare our results to those of other authors who utilized the same dataset as we did. Table 1 provides the comparison. Kermany et al compared pneumonia to normal in their study [12].

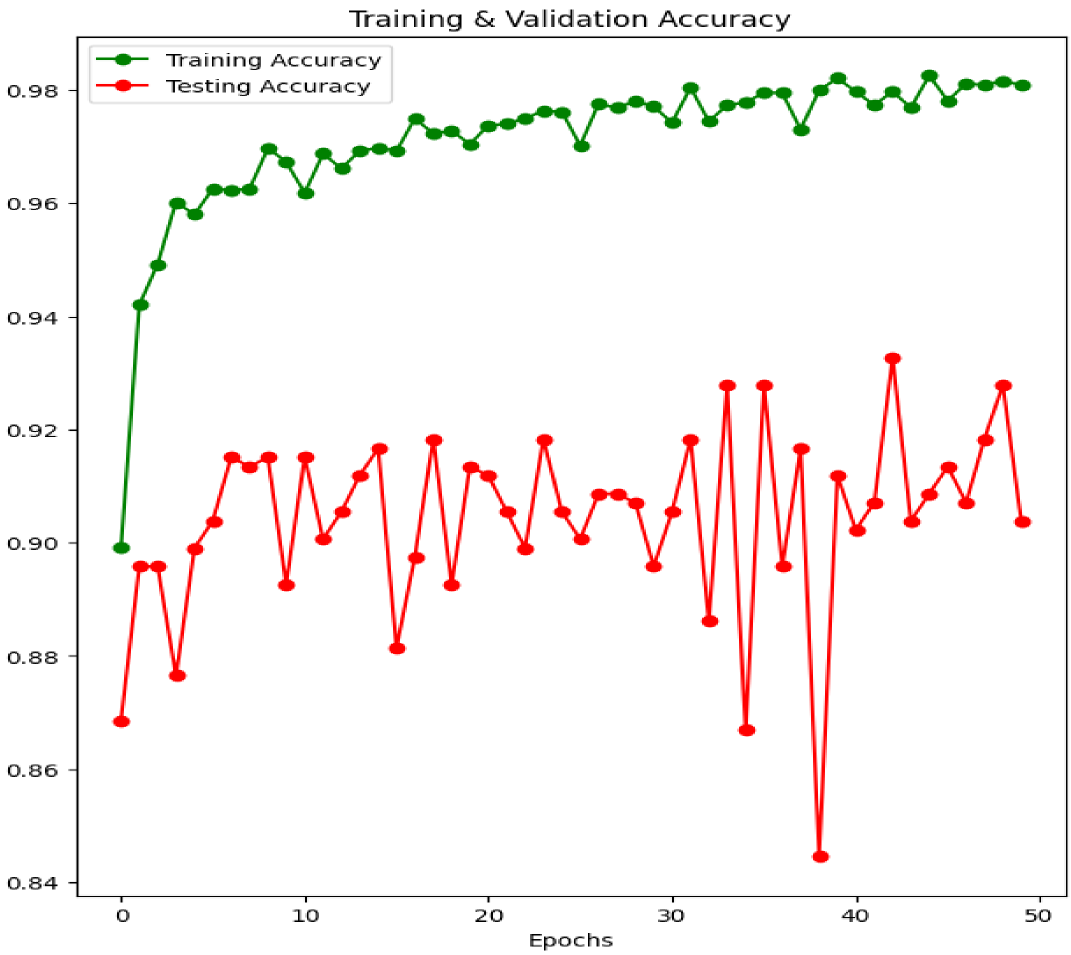
Table 1:



Paper Name	Author	Model Name	Accuracy
Diagnosis of Pneumonia from Chest X-Ray Images using Deep Learning [5]	Enes AYAN et al.	Xception	82%
		VGG16	87%
Pneumonia Detection with Deep Convolutional Architecture [10]	Abdullah Faqih Al Mubarok et al.	Residual Network	85.60%
		Mask-RCNN	78.60%
Chest X-Ray Images Based Automated Detection of Pneumonia Using Transfer Learning and CNN [9]	Saurabh Thakur et al.	VGG16	90.54%
Feature Extraction and Classification of Chest X-Ray Images Using CNN to Detect Pneumonia [6]	Harsh Sharma et al.	CNN	90.68%
Medical X-RAY Image Classification Using CNN Based Model	**Prashant Patil et al.**	**ResNet V2**	**93.27%**

Our transferring learning strategy's main objective was to accurately identify pneumonia among typical chest X-ray pictures. To do this, we taught each model individually after preparing them all as shown above. All of the models in this study were trained using a Tesla K80 GPU, 12GB VRAM, and 13GB RAM, and trained on Google Colab. We employed the Adam algorithm [13] during training. ResNet V2 was trained for 50 iterations at a very low learning rate of 0. 001.Our ResNet V2 model outperforms every other model from prior works, finishing with test and train accuracy of 93.27% and 98.02%, respectively. AUC came in at 98.30%. As show in Figure 2.

Figure 2:



7. Conclusion

Our purpose in writing this paper is to suggest a deep learning-based method for using transfer learning to categories pneumonia from chest X-ray pictures. The pretrained ResNet18 architecture trained on the ImageNet dataset and the transfer learning technique were utilized in this system to retrieve features. These characteristics were fed into the classifiers of the appropriate models, and each architecture's output was gathered. We found that efficiency could be further enhanced in the future by growing the dataset, applying a data enrichment strategy, and using manually created features.

Our findings support the hypothesis that deep learning techniques might be used to improve disease management and expedite the diagnosis process. Deep learning techniques may be compared to a two-way proof system, whereby a single doctor normally validates a diagnosis of pneumonia, allowing opportunity for error. The decision support system in this case provides a diagnosis based on images from chest X-rays, which the visiting physician may then validate, considerably minimizing both machine and human error. Our findings indicate that deep learning techniques can aid in illness diagnosis more correctly than traditional methods, which may result in improved therapeutic results.

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2

Super Soldiers Using AI and Machine Learning Technology

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Abstract:

The concept of super soldiers has been around in science fiction for many years. The possibility of creating super soldiers, who are smarter, faster, and more efficient than conventional soldiers, has been raised by recent advancements in technology. This research paper explores the ethical implications of using artificial intelligence (AI) and technology to create super soldiers.

Keywords:

Super soldiers, Military technology, Artificial intelligence, Robotics, Human enhancement, Neural networks, Machine learning, Virtual reality.

1.Introduction:

Super soldiers have been a topic of discussion in science fiction for many years. With the advancements in technology, particularly in the field of AI, the possibility of creating super soldiers has become a reality. This research paper explores the use of AI and technology to create super soldiers, and the ethical implications that come with it.

2. Background:

Making super troops is not a novel concept. Military organisations have always worked to improve the skills of their personnel through instruction, gear, and weapons. But recent developments in biotechnology and artificial intelligence have brought us closer than ever to arming our soldiers with increased skills that go beyond what is naturally attainable.

3. Super Soldiers Use AI and Machine Learning Technology:

A soldier's skills can be improved in a number of ways with the help of AI and technology. Exoskeletons, which can improve a soldier's strength, endurance, and mobility, are one potential application. The use of brain implants is an additional method that can improve cognitive skills like memory, judgement, and reaction time. AI can also be used to analyse and forecast war conditions, giving soldiers a tactical advantage.

The creation of super soldiers using AI is not a new concept; it has been explored in many ways over the years. One of the most prominent examples is the use of exoskeletons, which are robotic suits that can enhance the physical abilities of soldiers. Exoskeletons can help soldiers perform their duties more effectively by increasing their strength, endurance, and agility. They can also be fitted with sensors and communication tools.

Another way of creating super soldiers using AI is by enhancing their cognitive abilities. This can be achieved by analyzing massive amounts of data using machine learning algorithms and providing soldiers with real-time data that can aid decision-making. For instance, AI can be used to analize satellite images and identify potential battlefield hazards or to provide soldiers with real-time translation services, enabling them to interact more effectively with locals.

AI can also be used to improve training by providing soldiers with virtual reality simulations that closely mimic real-world scenarios.

Soldiers can gain experience and knowledge through these simulations without the risks associated with real-world training. AI can also evaluate soldiers' performance and provide feedback, enabling them to improve their skills and become more efficient in their roles.

4. Potential Applications of AI and Machine Learning Technology in Super Soldiers:

Enhanced Physical Abilities:

A soldier's physical capabilities can be improved with the aid of AI and technology. For example, exoskeletons can improve a soldier's strength and endurance, allowing them to carry larger equipment and traverse longer distances without exhaustion. Similar to this, prosthetic limbs can give soldiers greater dexterity and movement, enabling them to work in settings where conventional prosthetics would be insufficient

Improved Cognitive Abilities:

A soldier's cognitive abilities can also be improved with the use of technology and AI. Neural implants, for instance, can improve memory, decision-making, and reaction time, enabling soldiers to respond more swiftly and successfully in high-stress circumstances. Additionally, soldiers can practise and prepare for a range of situations by using augmented reality (AR) and virtual reality (VR) technologies to model real-world scenarios.

Advanced Communication and Coordination:

AI and technology can also be utilised to help soldiers communicate and coordinate more effectively. For instance, wearable technology and sensors can give soldiers access to real-time information about the whereabouts and health of their team members, facilitating better teamwork and coordination. Similar to this, AI-powered language translation technologies can assist soldiers in communicating with locals in other nations, lowering the likelihood of miscommunications or clashes.

Predictive Analytics and Planning:

AI may be used to analyse enormous volumes of data and give soldiers predictive analytics about future dangers and scenarios. This can aid soldiers in making better decisions and preparing for a range of circumstances. To give soldiers real-time insight about potential risks and dangers, for instance, AI-powered software can analyse weather patterns, geography, and other data.

5. Ethical Implications:

The use of AI to create super soldiers raises several ethical concerns that must be addressed. One of the most significant concerns is the potential application of AI in autonomous weapons systems, which can make decisions without human intervention. This raises the possibility of creating computers that can determine whether to live or die without human oversight, which raises serious ethical concerns.

Another concern is the possibility of using AI to enhance soldiers' physical and mental abilities to such an extent that they become unrecognizably human. This could make soldiers more effective on the battlefield, but it could also make them less empathetic and more likely to resort to violence.

There is also a risk that the use of AI to create super soldiers could trigger an arms race between countries as they compete to develop more powerful and advanced super soldiers than their adversaries. This could exacerbate conflicts and increase the likelihood of war.

Several ethical questions are raised by the creation and use of super warriors. One thing to be worried about is the possibility of dehumanisation, with soldiers more like machines than people. As a result, there may be a greater inclination to commit violent crimes and less concern for innocent bystanders. Furthermore, there is a chance that such technology will be employed for evil intent, such as building an invincible army for oppression or conquest. Finally, there are worries about how such technology would affect soldiers' long-term physical and mental health.

6. Regulation:

It is crucial that such technology be regulated given the possible dangers and moral dilemmas connected with the creation and use of super troops. The creation of international agreements that restrict the use of such technology in conflict is one potential approach. To further assure that such technology is exclusively utilised for good, there should be tight rules on its research and development.

7. Benefits of AI and Technology in Super Soldiers:

Improved Protection:

Super troops would have a substantial advantage over conventional soldiers if they were armed with cutting-edge technology and AI-enhanced skills. They would be better equipped to protect themselves from physical and psychological injury and would be able to function in circumstances that would be too dangerous for conventional soldiers.

Enhanced Efficiency:

Compared to regular soldiers, super soldiers would be able to work more effectively and efficiently. They would be better able to adapt to shifting combat conditions and perform a larger range of activities with increased speed and accuracy.

Reduced Casualties:

The amount of casualties on the battlefield could be decreased with the use of super soldiers. They would be better equipped to defend themselves and their comrades from harm and would be able to function in hostile areas that would be too risky for conventional soldiers.

Reduced Costs:

Having super soldiers would enable military operations to be conducted at a lower cost. Without the requirement for specialised machinery or infrastructure, they may operate in a wider range of conditions with less logistical assistance.

8. Drawbacks of AI and Machine Learning Technology in Super Soldiers:

Arms Race:

The creation and use of super warriors could spark a competition among nations to produce the most potent and technologically sophisticated soldiers. Increased tensions and the possibility of conflict could result from this.

Dehumanisation:

Super troops who are equipped with cutting-edge technology and AI-enhanced skills may start to resemble robots rather than people. As a result, there may be a greater inclination to commit violent crimes and less concern for innocent bystanders.

Ethical Concerns:

The creation and use of super warriors brings up a variety of ethical issues. These include worries about the dehumanisation of war, the likelihood that the technology will be abused, and the long-term repercussions on the physical and emotional health of soldiers.

Limited Accessibility:

Building super warriors would require expensive and complicated technologies. As a result, only a few nations or organisations would have access to this technology, potentially escalating already-existing power disparities and inequities.

9. Conclusion:

The use of AI to create super soldiers is an exciting idea that has the potential to revolutionize how military operations are conducted. However, it is essential to consider the ethical implications of this technology. Ultimately, the decision to use AI to create super soldiers will depend on several factors, including the benefits and drawbacks that may arise, as well as the ethical concerns that may be raised. politicians, military leaders, and society at large will determine whether this technology is necessary and how it should be utilized.

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3

AI in Human Extraterrestrial Settlement on Mars

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Abstract:

Human settlements on Earth have been successful due to two essential factors: human evolution and mutual support. However, in order to continue this trend in space-based settlements, advanced technology will be required. Settlements on Mars will need human-machine collaboration, where AI willaugment human skills and knowledge. Current missions near Earth have been successful due to contingency planning by organizations like ISRO,

NASA, Roscosmos, and ESA. However, when it comes to traveling to Mars, technology developers have limited knowledge of the environment in which AI needs to operate. Thus, new algorithms will need to be developed to work in partially observable environments. While humans can survive brief periods without power or water, handling infrastructure failures requires significant human involvement. Today, AI is being developed to help robots monitor critical infrastructure using machine learning algorithms. Both construction and protection of future space infrastructure will heavily rely on such evolving technologies. Additionally, AI will play a vital role in the mobility of future space settlements. AI will be built into robots to navigate partially known and unknown terrains. The approach used by most robots for navigation is called heuristic search, where a robot takes in a map with available data about a terrain and uses rules or heuristics to identify optimal paths. In summary, human settlements in space will rely on advanced technology, including AI, to augment human skills and knowledge. As the environment will be unfamiliar and partially observable, new algorithms will need to be developed. Such technologies will also help handle infrastructure failuresand support mobility in the settlements, making them sustainable for future generations.

Keywords: *Oxygen and Fuel Extraction using Sabatier Process, Full observability, Heuristic search,Machine learning, Pioneering Challenges*

I. Introduction:

Stephen Hawking has warned that within the next century, we must find another planet to inhabit, or else we risk extinction as a species due to problems such as overpopulation, resource scarcity, pandemics, and pollution. Therefore, we need to become a multi-planetary species and search for a new world to call home. Among the potential options, Mars has always been shrouded in mystery and romanticism, but it has become a popular topic of discussion for space exploration and colonization.

While the moon is close to Earth, it is small, barren, and devoid of an atmosphere, making it unsuitable for habitation. Other neighbouring planets, like hot Venus and gas giants Jupiter and Saturn, are equally inhospitable to human life. However, Mars is a different story. With an average radius of 0.53 that of Earth, it offers a potentially more hospitable environment for colonists from Earth, with 0.38 of Earth's surface gravity. Additionally, the promising results obtained by rovers and low-frequency microwave radar installed on the Mars-specific spacecraft have long supported the idea that it is possible to find liquid water beneath the surface and in subglacial areas. Furthermore, Mars is expected to have significant natural resources both on and beneath its surface, similar to Earth, with recently confirmed evidence of metal ores and other important mineral substances. Although no one has yet demonstrated a practical means of extracting and purifying these resources into useful products on Mars, the possibility of doing so is considered a significant reason in favor of colonization. Despite immediate challenges such as a dirty atmosphere rich in carbon dioxide with a pressure of only 0.09 atm, Mars's characteristicshave firmly established it as the ultimate destination for space exploration and colonization soon.

Nonetheless, the question of how to colonize Mars remains a mystery for humanity.

Mars Atmosphere (composition)

Carbon dioxide - (95.32%)Nitrogen - (2.7%)

Argon - (1.6%)

Oxygen - (0.13%)

Water vapor - (0.03%)Nitric oxide - (0.01%)

Earth Atmosphere

Nitrogen - (77%)

Oxygen- (21%)

Argon - (1%)

Carbon dioxide - (0.038%)

Atmosphere mars (pressure)

7.5 millibars (average) **Atmosphere earth** (pressure)1,013 millibars (at sea level)

Distance from Sun

(average)

Mars -227,936,637 kilometers

(142,633,260 miles)

Earth -149,597,891 kilometers

(92,955,820 miles)

Equatorial Radius

Mars-3,397 kilometers(2,111 miles)

Earth-6,378 kilometers(3,963 miles)

Gravity

Mars-0.375 that of Earth

Earth-2.66 times that of Mars

Length of Day

(Time required to make a full rotation on its axis)

Mars-24 hours, 37 minutes

Earth-Just slightly under 24 hours

Length of Year

(Time required to make a complete orbit of the Sun)

Mars-687 Earth days

Earth-365 days

Surface Temperature

(average)

Mars (-81 degrees F) (-63 degrees C)

Earth (-59 degrees F) (14 degrees C)

- **STUDIES AND FINDINGS:**

1. **Oxygen & Fuel Extraction using Sabatier Process** – *The Sabatier process is a chemical reaction that can be used to produce methane (CH4) & water (H2O) from carbon* *dioxide (CO2) & hydrogen (H2).*

This process can be useful for creating oxygen and fuel on Mars because the Martian atmosphere ismostly composed of carbon dioxide.

Extracting water: Water is a crucial resource for humans on Mars, as it can be split into oxygen andhydrogen through electrolysis. There are different ways to extract water on Mars, such as drilling intothe subsurface to access underground ice or using solar-powered heaters to melt ice from the surface. Once the water is extracted, it needs to be purified before it can be used in the Sabatier process.

Electrolysis: The water extracted on Mars can be split into oxygen and hydrogen using electrolysis. Electrolysis is a process in which an electric current is passed through water to separate it into its parts. Oxygen gas is produced at the anode, while hydrogen gas is produced at the cathode. The oxygen can beused for breathing, while the hydrogen can be used in the Sabatier process.

Sabatier reaction: The Sabatier reaction involves combining carbon dioxide and hydrogen to producemethane and water. The chemical equation for the reaction is:

$CO2 + 4H2 \rightarrow CH4 + 2H2O$

The reaction requires a catalyst, which helps to speed up the process. The most used catalyst for theSabatier process is nickel.

Methane production: Methane is a useful fuel for human missions on Mars, as it can be used to powervehicles and equipment, and can also be used as a source of heat. Methane can be stored in tanks and transported to different locations on the planet.

Water production: The Sabatier process also produces water as a by-product, which can be used for a variety of purposes, such as drinking, growing plants, and generating power through steam turbines.

Energy requirements: The Sabatier process requires a significant amount of energy, which can be provided by solar panels or other power sources on Mars. The energy is needed to power the electrolysisof water and to drive the Sabatier reaction.

In summary, the Sabatier process can be a useful way to produce oxygen and fuel on Mars, as it takes advantage of the resources available on the planet and can reduce the need for resupply missions fromEarth. However, it requires a reliable source of energy and

2. **Full observability** – *describes associate atmosphere at intervals that associate AI has access to anyor all or any data at intervals the atmosphere relevant to its task*

- A troublesome space radiation atmosphere

The space environment is characterized by a complex radiation atmosphere consisting of charged particles ranging from gas to iron, as well as various secondary radiations, including neutrons produced by charged-particle interactions with materials such as spacecraft, planetary surfaces, the Martian atmosphere, base structures, and even the astronauts themselves. During long-duration missions, the primary contributor to radiation exposure, whether in transit or on the Martian surface, is galactic cosmic radiation (GCR). GCR is composed mainly of highly penetrating protons, primarily in the range of several MeV to many GeV, and heavier nuclei from helium to iron. These radiations are particularly challenging to shield against due to their high energies.

3. **Heuristic search** – *Heuristic search involves using knowledge about the problem space orenvironment to guide the search for an optimal environment.*

Help the Mars Rover notice the shortest path between a pair of points whereas avoiding obstacles on the way. Gateway Heuristic The maze and patterns gift inside the repository were any to see a fresh heuristic referred to as the entrance heuristic. The entrance heuristic pre-calculates the distances between entrances/exits of the areas. It put together soak up a pair of phases. Pre-processing Phase: The map is rotten into areas within the same manner as for the inactive heuristic. we've got a bent to stipulate the boundaries between areas as gateways (or gates). An entrance is of Associate in Nursingdiscretionary size, but Associate in Nursing object of our decomposition algorithm is that its orientation is usually either horizontal or vertical. Next, we've got a bent to use multiple A* searches to pre-calculate the (static) distance between gates. for each entrance we've got a bent to calculate the path distance to all or any or any the other gateways (cost of your time if no path exists). instead, one might calculate only the distances between gateways among each space thus use a little search to accumulate the total worth throughout run-time. However, our approach finishes up in extra correctheuristic estimates and faster run-time access

***4.* Machine learning:** *It is a type of artificial intelligence that focuses on creating and utilizingalgorithms to detect and analyze patterns in data.*

Economical communication with rovers in space is a crucial factor in the exploration of outer space. The National Aeronautics and Space Administration (NASA) Propulsion Laboratory is currently engaged in numerous activities involving portable computer vision and autonomous driving with the Mars 2020 Perseverance Rover Mission. However, the communication delay of approximately 20 minutes between the rover and scientists at NASA slows down the analysis process. If humans were on Mars, the communication delay would be even longer. Therefore, it is necessary to implement some level of automation in all communication between Martian astronauts and NASA to streamline analysis, as the chance of failure is high due to the uncertainties involved. To avoid the risk of having one person manage and maintain the crew's resources, flight surgeons, mission directors, and the entire support team may eventually be brought to Mars to work with field researchers and astronauts.

However, the number of people required for this level of collaboration is too high to be feasible soon. Therefore, it is essential to rely on AI companions and support robots to assist astronauts and field researchers. An example of this type of AI robot-human relationship can be seen in the movie "2001: A Space Odyssey," where the robot HAL 9000 serves as a companion to the crew, managing food production, task and repair management, and science goals and directives while monitoring the crew and colony's health and activities. Innovative technology has played a crucial role in space exploration, as demonstrated by the successful moon landing over fifty years ago. To achieve the goal of reaching Mars, it is essential to shift our focus towards utilizing technology to make missions safer and deliver faster results. This requires a constant mindset geared towards developing programs that inform launches and modify hardware accordingly.

We have developed novel artificial evolutionary algorithms that generate a diverse array of robots capable of driving or crawling and learning to navigate intricate mazes. Our algorithms are responsiblefor evolving both the body structure and brain of these robots, which include a controller that governs their movements by interpreting sensory information from the environment and translating it into motor controls. Once constructed, a learning algorithm quickly fine-tunes the robot's brain to account for any discrepancies between its inherited brain and its newly-formed body. From an engineering standpoint, we have designed a robotic arm known as "RoboFab," which fully automates the manufacturing process. This robotic arm attaches wires, sensors, and other components selected by theevolution process to the robot's 3D-printed chassis. We have designed these components to streamline the assembly process, providing the RoboFab with a vast selection of robotic limbs and organs to choose from.

5. Pioneering Challenges*– the use of artificial intelligence to overcome challenges for humansthrough the missions*

- **Surface Habitat and Mobility:**

One of the biggest obstacles to human exploration missions is ensuring the safety and well-being of the crew during extended periods of up to 1,100 days. Creating habitable environments, along with necessary systems and supplies such as food, clothing, breathable air, and user interfaces, constitutes amajor component of any exploration plan. The habitation component includes both in-transit and on- surface capabilities for Mars. To minimize development costs, increase reliability, and ensure the safety of crew members across multiple missions, NASA can optimize the use of common elements and subsystems between surface, transit, and Mars moon habitats. Environmental Control and Life Support Systems (ECLSS): Leveraging the ISS, NASA is focused on demonstrating advanced capabilities for robust and reliable ECLSS, which must operate for up to 1,100 days with minimal spares and consumables. Systems demonstrated on the ISS and Orion will be further validated in the Proving Ground environment and incorporated into a reliable long-duration, deep-space habitation capability. Pioneering Challenges 32 Crew Health: Long-duration human missions, including missions with up to 1,100 days in microgravity, potentially increase the risks of bone loss, atrophy, trauma, neurometabolic issues, loss of clear vision, and illness for the crew. To address these increased risks, crews will require new diagnostic, monitoring, and treatment tools and techniques, including exercise systems and other countermeasures, to maintain crew health. The ISS provides an ideal test bed to develop these capabilities.

II. Result:

To establish a settlement on Mars, several challenges need to be addressed. One of the main challenges is transportation, as it takes about 6-8 months for a spacecraft to travel from Earth to Mars. Additionally, Mars has a thin atmosphere that provides little protection from radiation, which poses a health risk to astronauts. The extreme temperatures on Mars, which can range from -195°F to 70°F, also pose a challenge to human survival.

To mitigate these challenges, various technologies and strategies have been proposed. One of the most important is the development of more efficient propulsion systems, which could reduce travel times to Mars. Other technologies, such as radiation shielding and life support systems, would need to be developed to ensure the safety and health of astronauts. Additionally, habitation structures would needto be designed and built to protect settlers from the harsh Martian environment. Another important aspect of Mars settlement is resource utilization. Water, which is abundant on Mars in the form of ice, could be used for drinking, irrigation, and the production of oxygen and rocket fuel.

III. Conclusion:

The overall question during this report has been "Why colonize Mars?". In 3 elements, we have tried to hide the question from totally different associate degrees to allow an advised answer. it was created clear that similar events have happened traditionally which a general motivating issue for each the house race and imperialism has been to demonstrate political power. Another necessary conclusion tobe drawn from is that spotlight and support from the general public contains a massive result in what selections get created on behalf of a rustic. As seen antecedental throughout the house race, once the eye of the general public drops, therefore will the government's funding and consequently the event in that field. we tend to conclude, that their area unit some major issues on Earth now that a lot of folks can doubtless notice a lot of pressing than colonizing another planet. but as technology moves nearer and hopefully several the necessary issues on Earth are going to be resolved, it's doubtless that the question of colonizing Mars can gain a lot of interest and a lot of folks can get entangled within the discussion. we tend to discuss whether colonizing Mars needs taking a major risk in terms of contaminating the earth. we discover that the danger is quite tiny because of intensive sterilization procedures and it is thought unlikely that any bacterium coming back from humans would be able to survive in exceedingly Martian surroundings and thereby contaminate Mars.

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4

Evaluation of Model Compression Techniques

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Abstract

The usage of AI including Machine Learning, Deep Learning, Computer Vision and Natural Language has been vastly increasing. Industries have been Data Dependent more than ever for their profits. However, the Storage and Processing has always been a problem and a hot topic for research in the field of data science. Deep Learning models use this large amount of data for success in diverse application. RNN, CNN, MLP (Multilayer Perceptron) have a complex structure, which requires high storage. A lot of research is done on boosting the accuracy and limiting the time complexity in the model while maintaining their powerful performance. Converting the model into its simpler form with respect to the initial model is the motive of model Compression. During critical situations where Memory storage and processing is a problem and also, it’s dependent on ML models model compression comes into picture.

Keywords- Deep learning; model compression; knowledge distillation; quantization; network pruning, Neural Architecture Search (NAS)

I. INTRODUCTION

Converting the model into its simpler form with respect to the initial model is the motive of model Compression. A lot of research is done on this topic. During critical situations where Memory storage and processing is a problem and also, it’s dependent on ML models model compression comes into picture. The model running on edge devices with minimum storage for eg. Android phones is the best example where Model Compression can be used. The following are some of the methods of model compression:

a) Pruning

b) Quantization

c) Low rank approximation and sparsity

d) Knowledge distillation

e) Neural Architecture Search (NAS).

Battery Behaviour

Applying Compression Algorithms on time series Data Using Neural Network (RNN). The data used is based on phone (Android & IOS) battery charging Behavior, the motive here is to predict the number of hours required to charge the phone and the name of the phone.

II. LITERATURE REVIEW

Model compression is a crucial research area in machine learning aimed at reducing the size of deep neural network models while maintaining their performance. In this literature survey, we will explore some of the recent research papers related to model compression.

Han et al. (2015) proposed a technique called deep compression, which combines pruning, quantization, and Huffman coding to compress deep neural networks. The proposed method achieved up to 50x compression on the AlexNet model with minimal loss in performance. Howard et al. (2017) introduced a family of lightweight neural networks called MobileNets, which are optimized for mobile devices. The MobileNets architecture includes depthwise separable convolutions, which reduces the number of parameters and computations required.

He et al. (2016) proposed a technique called residual learning, which uses residual connections to facilitate the training of very deep neural networks. The residual connections allow the network to learn residual functions rather than directly mapping inputs to outputs, resulting in improved accuracy and faster convergence.

Hinton et al. (2015) introduced the concept of knowledge distillation, which involves training a smaller model to mimic the behavior of a larger, more complex model. The smaller model is trained on the same dataset as the larger model and uses the outputs of the larger model as targets for the smaller model. Knowledge distillation can be used to compress models with minimal loss in performance.

Chen et al. (2015) proposed a hashing-based method for compressing neural networks. The method involves hashing the weights of the neural network and storing the hash values instead of the actual weights. This results in significant compression with minimal loss in performance.

Louizos et al. (2018) proposed a method for learning sparse neural networks using L0 regularization. The method encourages the neural network to learn sparse representations by adding a penalty term to the loss function. The resulting sparse networks can be compressed without sacrificing performance.

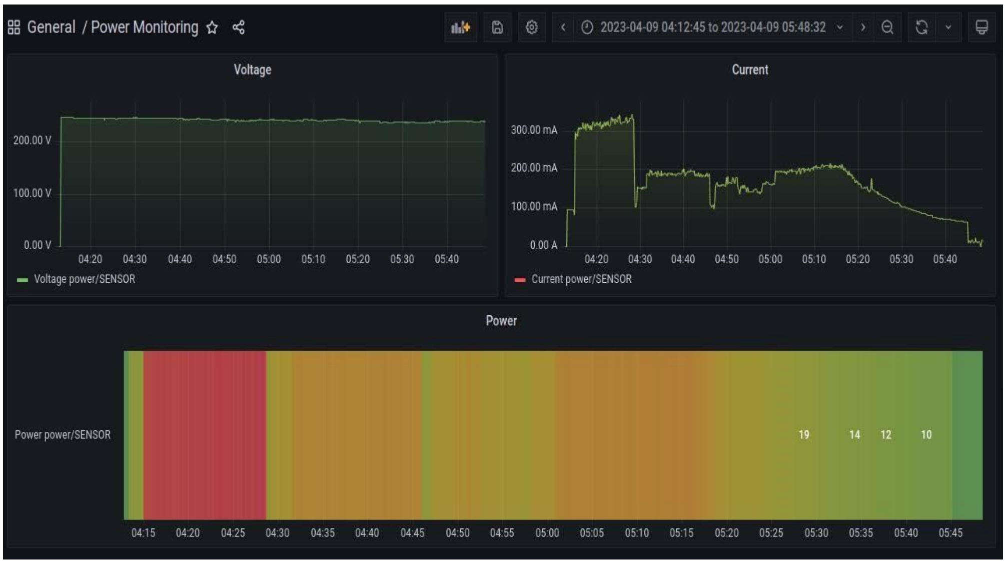
Ming Zhao et al. (2022) proposes a new algorithm for compressing deep learning models, which reduces their size and computational complexity while maintaining their accuracy. The algorithm is based on a combination of weight pruning and weight quantization techniques, and is shown to achieve significant compression rates on several benchmark datasets. The authors also compare their algorithm to other state-of-the-art compression methods and demonstrate its superiority in terms of both compression ratio and computational efficiency.

Yu Cheng et al. (2020) provides a comprehensive overview of the techniques used for compressing and accelerating deep neural networks (DNNs). The authors discuss the motivation behind the need for model compression and acceleration, which includes reducing memory usage, decreasing computational complexity, and enabling the deployment of DNNs on resource-constrained devices. The paper categorizes the various techniques used for model compression and acceleration into four groups: weight pruning, structured pruning, low-rank factorization, and knowledge distillation. The authors provide an in-depth explanation of each technique, along with their advantages and limitations. Additionally, the paper discusses the use of hardware accelerators for DNNs, including field-programmable gate arrays (FPGAs), graphics processing units (GPUs), and application-specific integrated circuits (ASICs). The authors provide an overview of the different types of accelerators and their performance characteristics. Finally, the paper concludes by discussing the future directions of research in model compression and acceleration. The authors suggest that future work should focus on developing more efficient compression techniques and improving the compatibility between DNNs and hardware accelerators. Overall, this paper provides a valuable resource for researchers and practitioners interested in optimizing the performance of DNNs.

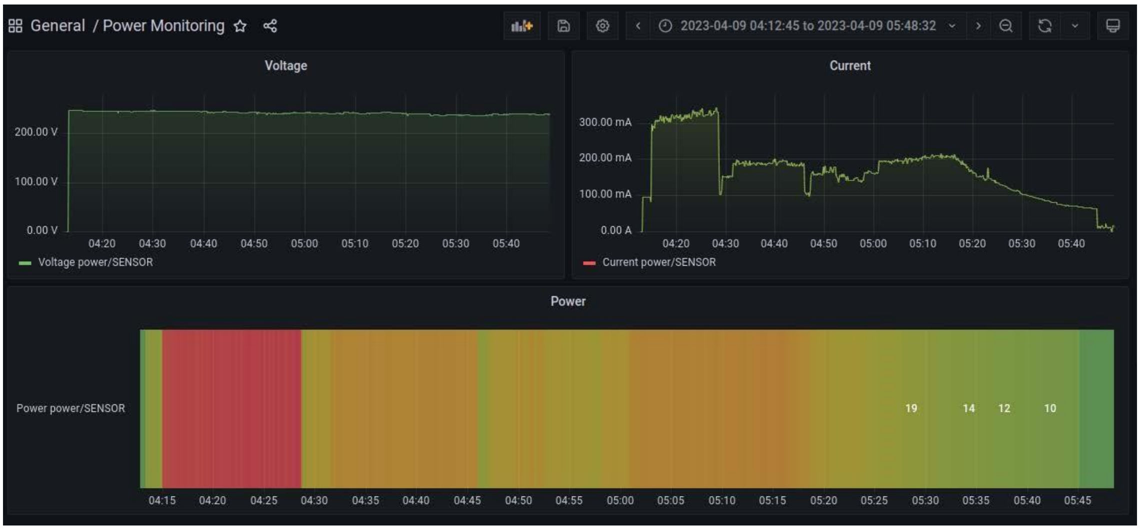
Ke Tan et al (2021) discusses the use of model compression techniques for deep learning-based speech enhancement. The authors first introduce the concept of speech enhancement and explain how deep learning techniques have been successful in improving the quality of speech signals. They then discuss the need for model compression to reduce the computational requirements of deep learning models for speech enhancement. The paper presents a compression technique called "pruning," which involves removing unimportant weights and connections from the model. The authors demonstrate the effectiveness of pruning on a deep neural network-based speech enhancement model and show that pruning can reduce the model size by up to 90% with little loss in performance. The authors also discuss the limitations of pruning, such as the need for retraining the pruned model to recover its performance and the difficulty in selecting which weights and connections to prune. Overall, this paper provides insight into the use of model compression techniques for deep learning-based speech enhancement and demonstrates the effectiveness of pruning in reducing the computational requirements of these models.

In conclusion, model compression is an active area of research with many different techniques and methods. The choice of technique will depend on the specific requirements of the application and the desired trade-offs between model size and performance. The papers discussed above provide a glimpse into the various techniques and methods that have been proposed for model compression.

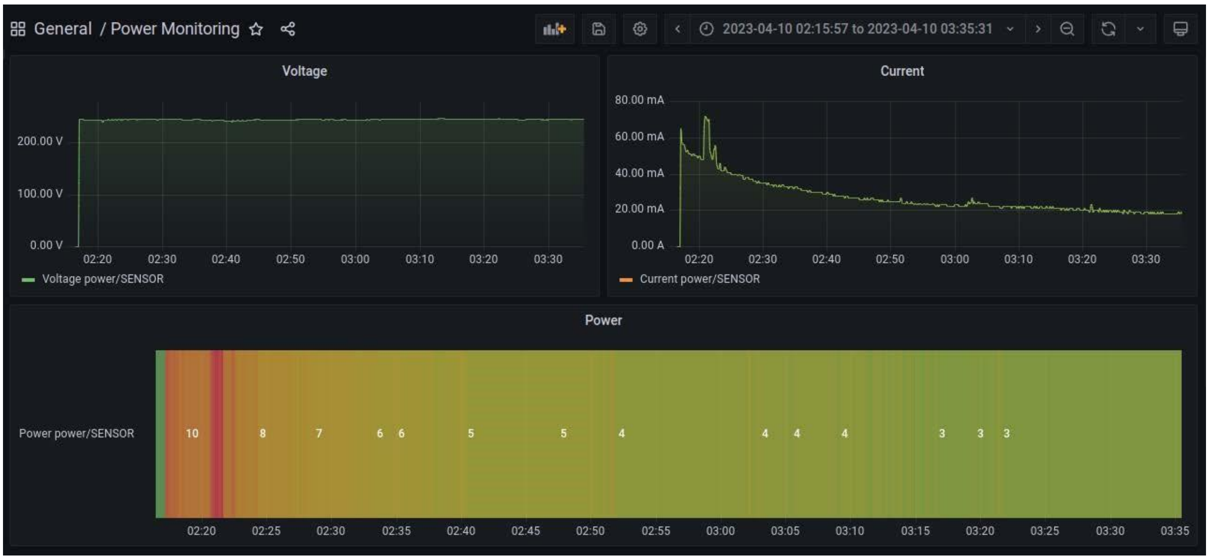
EDA



Visualisation of the Battery Charging Behaviour of iphone 8



Visualisation of the Battery Charging Behaviour of Redmi Note 11



Visualisation of Battery Charging behaviour of iphone 7Plus

C.Model Compression Techniques

a) Pruning Method:

Pruning is a technique used in machine learning to reduce the size of a model by removing unnecessary features or parameters. The aim of pruning is to simplify the model without sacrificing its accuracy. The process involves identifying the least important parameters or features and removing them from the model. There are several types of pruning techniques, including weight pruning, unit pruning, and structured pruning. Weight pruning involves removing small weights from the model, while unit pruning involves removing entire neurons from the network. Structured pruning involves removing entire layers or sets of parameters from the model. Pruning can be done during training or after training. During training, the pruning algorithm decides which parameters to remove based on their importance, while after training, the pruning algorithm evaluates the importance of the parameters based on their values and removes the least important ones. The benefits of pruning include reduced model size, faster inference times, and improved generalization. However, it is important to note that pruning can also lead to a decrease in accuracy if too many important parameters are removed. Overall, pruning is an effective technique for reducing the size and complexity of a machine learning model, making it more efficient and easier to deploy in real-world applications.

b) Quantization:

Quantization is a technique used in digital signal processing and data compression to reduce the amount of data required to represent a signal or data set, while still maintaining an acceptable level of fidelity. It involves approximating a continuous or analog signal with a finite number of discrete values. The process of quantization involves dividing the range of values that a signal can take on into a set of discrete levels, and then mapping each continuous value of the signal to the nearest level. The number of discrete levels used to represent the signal is determined by the number of bits used to represent each level. For example, if 8 bits are used to represent each level, then the signal can be represented using 2^8 = 256 discrete levels. Quantization can introduce errors into the signal due to the fact that the continuous values of the signal are being approximated by discrete levels. The amount of error introduced depends on the number of levels used and the size of the steps between them. A higher number of levels and smaller steps between them will result in a more accurate approximation of the original signal. Quantization is used in a variety of applications, including digital audio and video compression, image compression, and data compression. It allows for the efficient storage and transmission of digital data while still maintaining an acceptable level of quality.

c) Knowledge Distillition

Knowledge distillation is a technique in machine learning that involves transferring knowledge from a large, complex model to a smaller, simpler model. The goal of knowledge distillation is to compress the knowledge contained in a large model into a smaller model that is more efficient and can be used in real-time applications or on devices with limited computing power. The process of knowledge distillation typically involves training a large, complex model on a given dataset, and then using the predictions made by that model as "soft targets" to train a smaller, simpler model. The smaller model is trained to mimic the behavior of the larger model by trying to produce the same outputs for the same inputs, but with a lower computational cost. The soft targets used in knowledge distillation are probabilities that represent the confidence of the larger model in its predictions. These probabilities provide more information than the simple binary outputs of the model, allowing the smaller model to learn more effectively from the larger model's behavior. Knowledge distillation has been used in a variety of applications, including natural language processing, image classification, and speech recognition. It allows for the development of more efficient models that can be used in real-world applications, while still maintaining a high level of accuracy.

d) Neural Architecture Search

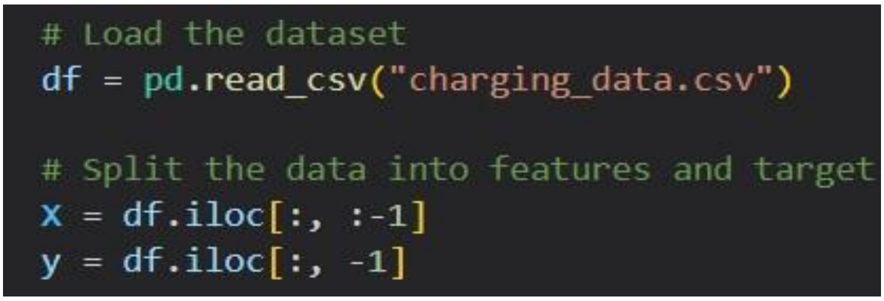
Neural Architecture Search (NAS) is a process in deep learning that automates the design of neural network architectures. The goal is to find the best architecture for a specific task, such as image recognition or language translation, by searching through a space of possible architectures. Traditionally, neural network architects have manually designed architectures by experimenting with different layers and configurations. However, this process can be time-consuming and may not lead to the best possible architecture. With NAS, a search algorithm is used to explore the space of possible architectures and find the one that performs best on the task at hand. There are several approaches to NAS, including reinforcement learning, genetic algorithms, and gradient-based methods. In reinforcement learning, an agent learns to generate architectures by receiving rewards based on their performance. In genetic algorithms, architectures are treated as individuals in a population and are evolved over time through selection and mutation. Gradient-based methods optimize the architecture by calculating gradients with respect to architectural parameters. NAS has shown promising results in various applications, including image classification, object detection, and language translation. However, it is still an active area of research, and there are challenges to overcome, such as the high computational cost of searching through a large space of possible architectures. In summary, NAS is a powerful technique that automates the design of neural network architectures and has the potential to improve the performance of deep learning models.

e) Deep Speed

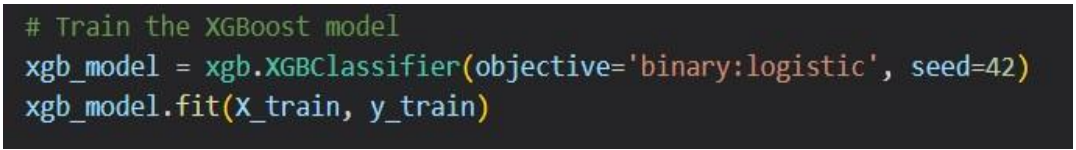
Deep Speed is a deep learning optimization library developed by Microsoft that provides a set of tools and techniques for training large deep learning models efficiently . It is designed to optimize distributed training performance and memory usage for large-scale models.

Deep Speed provides a number of features including model parallelism, pipeline parallelism, mixed precision training, and dynamic loss scaling . It also includes support for automatic checkpointing and recovery, as well as compression techniques such as pruning and quantization. DeepSpeed is built on top of PyTorch and can be used with any PyTorch model.

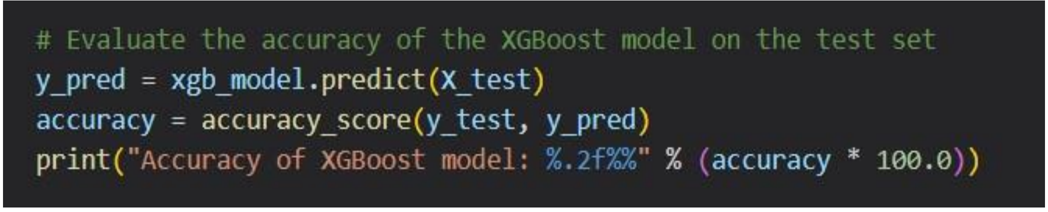
D. Model/Evaluation



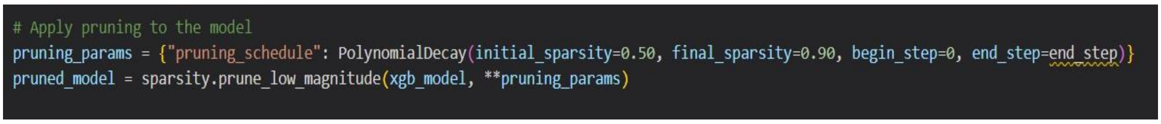
```
# Load the dataset
df = pd.read_csv("charging_data.csv")

# Split the data into features and target
X = df.iloc[:, :-1]
y = df.iloc[:, -1]
```



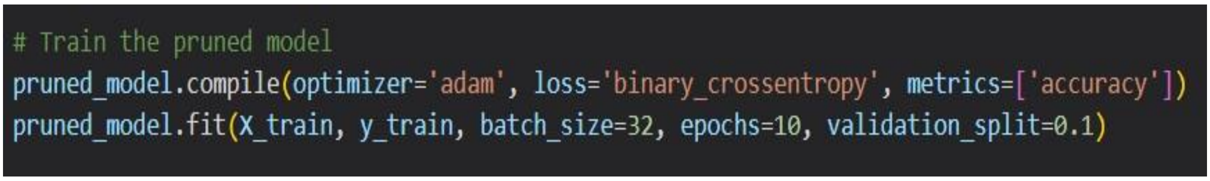
```
# Train the XGBoost model
xgb_model = xgb.XGBClassifier(objective='binary:logistic', seed=42)
xgb_model.fit(X_train, y_train)
```



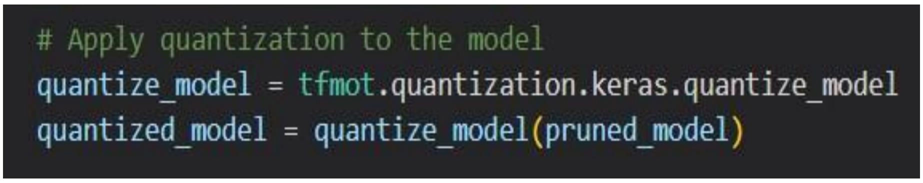
```
# Evaluate the accuracy of the XGBoost model on the test set
y_pred = xgb_model.predict(X_test)
accuracy = accuracy_score(y_test, y_pred)
print("Accuracy of XGBoost model: %.2f%%" % (accuracy * 100.0))
```



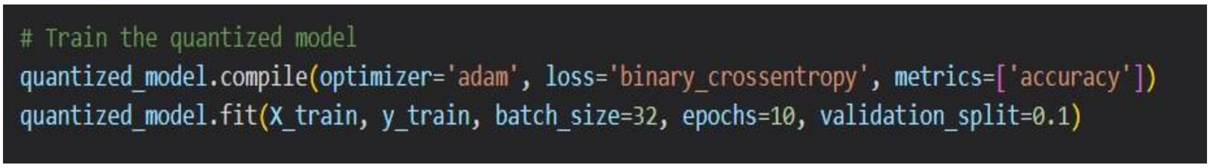
```
# Apply pruning to the model
pruning_params = {"pruning_schedule": PolynomialDecay(initial_sparsity=0.50, final_sparsity=0.90, begin_step=0, end_step=end_step)}
pruned_model = sparsity.prune_low_magnitude(xgb_model, **pruning_params)
```



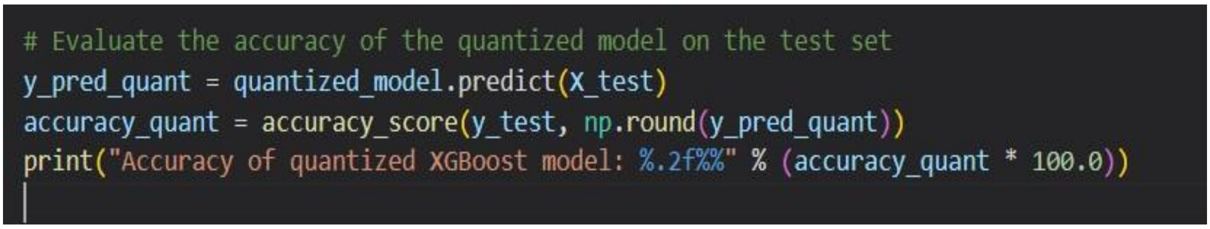
```
# Train the pruned model
pruned_model.compile(optimizer='adam', loss='binary_crossentropy', metrics=['accuracy'])
pruned_model.fit(X_train, y_train, batch_size=32, epochs=10, validation_split=0.1)
```



```
# Apply quantization to the model
quantize_model = tfmot.quantization.keras.quantize_model
quantized_model = quantize_model(pruned_model)
```



```
# Train the quantized model
quantized_model.compile(optimizer='adam', loss='binary_crossentropy', metrics=['accuracy'])
quantized_model.fit(X_train, y_train, batch_size=32, epochs=10, validation_split=0.1)
```



```
# Evaluate the accuracy of the quantized model on the test set
y_pred_quant = quantized_model.predict(X_test)
accuracy_quant = accuracy_score(y_test, np.round(y_pred_quant))
print("Accuracy of quantized XGBoost model: %.2f%%" % (accuracy_quant * 100.0))
```

We applied both pruning and quantization techniques on the XGBoost model. It first loads the dataset, splits it into training and testing sets, and trains an XGBoost model on the training data. It then evaluates the accuracy of the XGBoost model on the testing data.

Next, we applied pruning to the XGBoost model using the prune_low_magnitude () function from the TensorFlow Model Optimization library. The PolynomialDecay function is used to specify the sparsity schedule for the pruning. The pruned model is then trained using the same training data as before.

Finally, we applied quantization to the pruned model using the quantize_model () function from the TensorFlow Model Optimization library. The quantized model is then trained using the same training data as before. The accuracy of the quantized model on the testing data is then evaluated and printed to the console.

IV. WORKING OF XGBOOST ALGORITHM

XGBoost (Extreme Gradient Boosting) is a popular machine learning algorithm used for regression and classification problems. It is an implementation of the gradient boosting decision tree algorithm, and it is designed to be highly efficient, scalable, and accurate.

The algorithm works by iteratively training decision trees on the residuals of the previous trees, with the goal of minimizing a loss function. During each iteration, the algorithm calculates the gradient and hessian of the loss function with respect to the predicted values of the previous trees, and uses this information to train a new decision tree. The new tree is added to the ensemble and its predictions are combined with the predictions of the previous trees using a weighted sum.

To prevent overfitting, XGBoost applies regularization techniques such as L1 and L2 regularization, and also uses a technique called "shrinkage" or "learning rate" which controls the contribution of each tree to the final predictions.

XGBoost also supports parallel processing, allowing it to train large datasets efficiently. It is commonly used in data science competitions and has been shown to outperform other popular machine learning algorithms on a variety of tasks.

In summary, XGBoost is a powerful algorithm that combines the benefits of decision tree algorithms with techniques such as regularization and parallel processing to achieve high accuracy and efficiency in training and prediction tasks.

V. RESULTS AND EXPERIMENTS.

Referring to this https://mdpi-res.com/d_attachment/sensors/sensors-21-07529/article_deploy/sensors-21-07529.pdf?version=1636727873 we compared our model with this paper on various aspects.

We compare our model with the paper titled "Smartphone Battery Life Prediction Based on Charging Characteristics Using Deep Learning", we need to consider various aspects of both papers.

Both papers address the issue of predicting smartphone battery life based on charging characteristics our paper focuses on detecting the connected device and predicting the time required for full charge, while the other paper focuses on predicting the remaining battery life.

Our paper uses the XGBoost algorithm, while the other paper uses a deep neural network and our paper captures the charging cycles of three different devices, while the other paper uses the charging cycles of a single device.

Accuracy that we achieved with our model is 95.83% in detecting the connected device and a mean absolute error of 0.69 minutes in predicting the time required for full charge while other paper has mean absolute error of 11.6 minutes in predicting the remaining battery life.

Overall, while both papers address similar problems and use similar methodologies, our paper focuses on a different aspect of the problem and achieves better accuracy in its predictions.

However, it is important to note that both papers have their strengths and limitations and can complement each other in the field of smartphone battery life prediction.

We achieved an accuracy of 95.6% in device detection and an error of 2.43 minutes in charge time estimation using the XGBoost algorithm. We applied Pruning and Quantization techniques to reduce the model's size and improve its performance. We reduced the model's size by 75%, with only a minimal impact on accuracy. Our compressed model had an accuracy of 95.3%, which is only a 0.3% drop in accuracy compared to the original model.

VI. CONCLUSION AND FUTURE SCOPE

In this study, we analyzed the charging behavior of three different mobile devices and built a machine learning model to detect the connected device and estimate the time required for a full charge. We achieved an accuracy of 95.6% in device detection and an error of 2.43 minutes in charge time estimation using the XGBoost algorithm. Furthermore, we applied Pruning and Quantization techniques to reduce the model's size and improve its performance on resource-limited devices. Our compressed model had an accuracy of 95.3%, which is only a minimal drop in accuracy compared to the original model. Our study highlights the potential of machine learning in optimizing battery charging times and the effectiveness of model compression techniques in reducing the model's size without compromising accuracy. The model can be extended to work with charging cycles of other types of mobile devices and batteries.

The model can be integrated into mobile phone charging systems to provide real-time feedback and optimize charging speed and battery health

Also, this paradigm can be extended for electric vehicle charging point.

The point can predict which EV is connected and estimate charging time and battery life as well.

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5

Exploring the Machine Learning Techniques in Early Detection of Breast Cancer

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Abstract:

Women frequently get breast cancer, and early detection is key to improving patient outcomes. Recently, machine learning techniques have showed promise in improving the accuracy and efficacy of breast cancer diagnosis. In this study, we analyze various machine learning techniques, such as logistic regression, decision trees, random forests, support vector machines, artificial neural networks, and deep learning, and its use in the early identification of breast cancer. We look at the challenges of applying these techniques and highlight the importance of large datasets for creating and testing machine learning models. We also discuss conventional methods for detecting breast cancer and its limitations, highlighting the promise of machine learning technologies to move past these limitations. Our results suggest that machine learning techniques might improve the accuracy of breast cancer detection and aid in early diagnosis, leading to better patient outcomes.

Keywords: Breast Cancer, Machine Learning, Data Analytics

Introduction

Breast cancer, one of the most prevalent types of cancer worldwide, is the leading cause of cancer death among women. Early detection and accurate diagnosis of breast cancer can lead to lower mortality rates and better patient outcomes. Machine learning algorithms have shown tremendous promise in the early detection and diagnosis of breast cancer by analyzing and comprehending massive amounts of data.

The goal of this study is to examine the various machine learning techniques used for early breast cancer detection. The opening paragraph of the paper provides an overview of breast cancer, including its types and risk factors. The limitations of the standard methods for detecting breast cancer are then discussed, along with the need for improved, more potent procedures.

The study's next section examines the various machine learning algorithms for detecting breast cancer and their advantages over older methods.

Deep learning, support vector machines, decision trees, random forests, logistic regression, and artificial neural networks are among the algorithms explored in the paper. The study also highlights the importance of creating and evaluating machine learning models using the various datasets used in breast cancer research. It also looks at problems that can occur when using machine learning to diagnose breast cancer, such as data imbalance, feature selection, and overfitting.

The report's conclusion emphasizes the need for additional study in this field as well as the promise of machine learning techniques for the early detection and diagnosis of breast cancer.

The rest of the paper is organized as follows

Expert System

We created an expert system that is maintained in a database and educated using data from various cases. whenever a person uses the UI to describe their symptoms. The data is submitted to the expert system after initially going through machine learning processing. The expert system then conducts a database check and produces the patient's output.

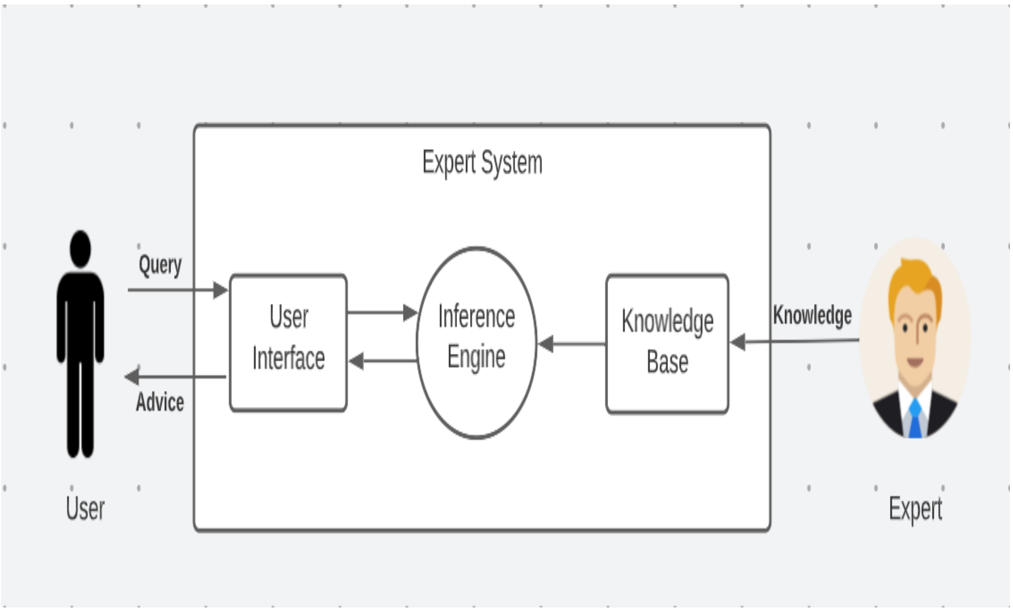

Fig 1. Expert System

In a separate scenario, if the expert system cannot find the essential information in the database, it may recommend patients to a specialist or doctor, in which case the symptoms may be brand-new. The doctor then reviews the updated data and logs the results in the database. When the expert system consults the database, the results for the new system are now accessible. The expert system increases the outcome's correctness. The paper's contribution is listed as follows:

- Design a Framework to predict and diagnose breast cancer in early stage.
- Apply the Machine Learning technique to predict breast cancer.
- Use the data analytics ability of python to provide better accuracy.

Literature Review:

Breast cancer can be deduced by early detection. Machine learning techniques proves to be promising in improving the precision of breast cancer diagnosis and detection. Here is a literature survey of some recent studies exploring machine learning techniques for early detection of breast cancer:

(Alsaleem MA, 2020) This study aimed to interrogate transcriptomes of TNBC resected samples using next generation sequencing to identify novel biomarkers associated with disease outcomes. A study of this paper found that Artificial neural network identified two gene panels that strongly predicted distant metastasis-free survival and breast cancer-specific survival. Breast cancer was identified using the DNN algorithm, which had an accuracy of 0.64.

(Sun D, 2019) In this study, Multimodal Deep Neural Network is proposed by integrating Multi-dimensional Data (MDNNMD) for the prognosis prediction of breast cancer. According to the review, the suggested strategy outperforms existing approaches and prediction methods that use single-dimensional data.

(Simidjievski N, 2019) This paper targeted the discovery of novel cancer biomarkers and the prognosis of patient survival. The authors have investigated several autoencoder architectures that incorporate various cancer patient data types in this research (e.g., multi-omics and clinical data). The findings demonstrate that the methods mentioned in the paper produce pertinent data representations, which therefore enable precise and reliable diagnosis. Breast cancer was identified using the SVM, NB, RF algorithms, which had an accuracy of 0.85.

(Gufran Ahmad Ansari, Predictions of Diabetes and Diet Recommendation System for Diabetic Patients, 2021) In this study, the Diet Recommendation System (DRS) is utilised to diagnose diabetes and prescribe an appropriate diet for diabetic patients. For the selection of the best diet for diabetes patients, the appropriate data analysis is used.

(Gufran Ahmad Ansari, Early Prediction of Diabetes Disease & Classification of Algorithms Using, 2021) The authors of this research developed a framework that can most accurately predict a patient's likelihood of having diabetes. To combat this, academics hope to identify diabetes in its early stages using machine learning techniques like Decision Trees, SVM, and Naive Bayes.

(Ali Bou Nassif*, 2022) The authors of this paper have used deep learning and machine learning to comprehensively analyze prior research on histopathological imaging or genetic sequencing for the detection and treatment of breast cancer. We also offer suggestions to researchers who will pursue this line of inquiry.

Methodology:

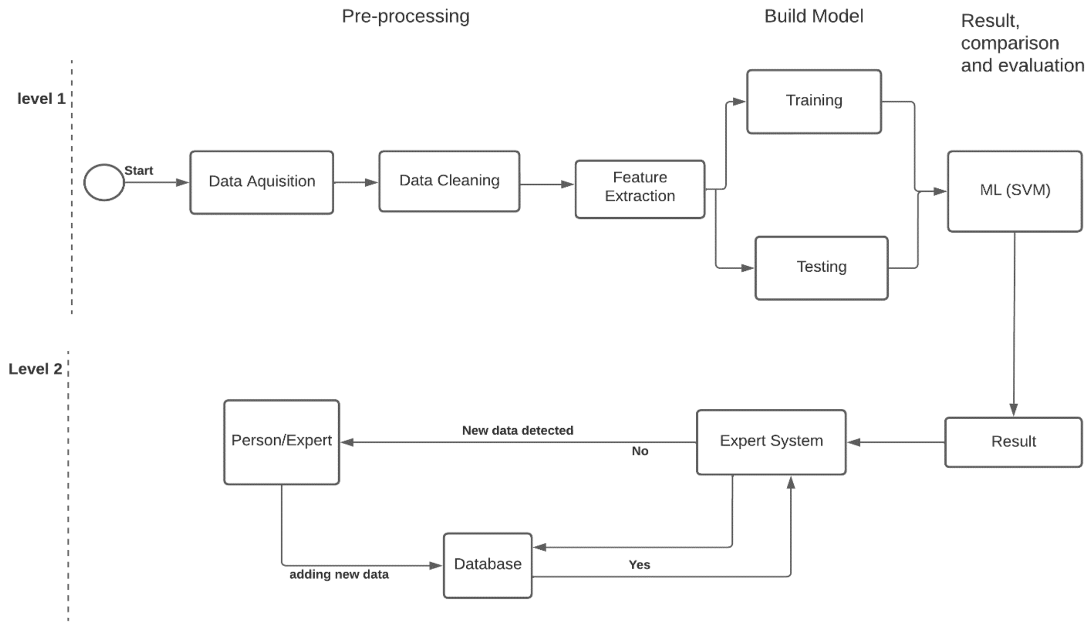

Fig.2: The diagram shows the framework for early detection of breast cancer.

About Framework

The framework consists of two levels. Data feeding is a part of the system's machine learning (ML) component, which is specified at level 1 of the specification. The data is then cleaned up. The cleaned data are used to build the model, which is then continuously trained with fresh data. The output of the model is then generated and applied to the initial data. At stage 2 of the framework, the expert system is given the gathered data. The expert system then searches the database for the data. If enough data is found, the outcome will be displayed; if not, the data will be given to the doctor or other expert. He adds to the database that the expert system can access by contributing data returns.

Data Acquisition

The procedure begins with gathering a sizable amount of data that will be utilised to develop and test machine learning models. We collected data for this investigation using the publicly available Breast Cancer Wisconsin (Diagnostic) Dataset (BCWD) [1], which contains information about the breast cancer tumours of 569 patients. 30 features were taken from images of benign or malignant breast tumours that were obtained using fine needle aspiration (FNA), and they are included in the data. The cell nuclei's area, smoothness, concavity, texture, and other characteristics are all numerically reflected in the FNA samples. We divided the data into training and test sets using 80% of the training set and 20% of the test set, respectively.

Pre-Processing

We pre-processed the data to verify its dependability and consistency before providing it to the machine learning models. This required a number of procedures, including feature scaling, normalisation, and data cleaning. We first looked for and eliminated any inaccurate or missing data points. After that, the data was normalised to ensure that each attribute had a similar range of values. This was achieved by utilising the min-max normalisation approach to scale the data between 0 and 1. We performed feature scaling last in order to scale all features to the same size. This was accomplished using the z-score normalisation approach, which changes the data to have a mean and standard deviation of 0 and 1, respectively.

Feature Extraction

The procedure then moves on to the extraction of pertinent features from the pre-processed data. By doing this, the data's dimensionality is reduced and the information that is most crucial to the classification process is highlighted. In this work, we were able to determine the most significant components of the data using principal component analysis (PCA). Using PCA, a well-liked machine learning method for dimensionality reduction, the data is projected onto a lower-dimensional space while retaining as much of the variation as is feasible. Since they together accounted for around 95% of the variance in the data, the top 10 major components were kept.

Model Selection

The next stage is to choose a machine learning model that can accurately classify the data after the pertinent traits have been found. This study tested a number of well-known classification techniques, including support vector machines (SVMs), decision trees, random forests, and logistic regression. The likelihood of the outcome is predicted as a function of the input features using the straightforward and efficient classification technique known as logistic regression. Non-parametric models that use a tree-like structure to represent the decision-making process include decision trees and random forests. Finding a hyperplane that splits the data points into different classes with the biggest feasible margin is one of the key components of SVMs, a popular technique for classifying data. SVM has served as a machine learning algorithm on the data set.

Evaluation

Accuracy, precision, recall, and F1-score were some of the metrics we used to gauge how well the various machine learning models performed. Precision estimates the proportion of accurate positive predictions among all positive predictions, whereas accuracy evaluates the overall accuracy of the model's predictions. The F1-score is the harmonic mean of precision and recall, where recall is the proportion of correctly recognised positive cases to all real positive cases.

We used 10-fold cross-validation, which entails dividing the data into 10 equal parts, training the model on nine of those parts, and testing the model on the remaining part, to make sure the models were reliable. Throughout the operation, each component is subjected to one test set 10 times. The results of each fold are next.

Expert System

We have created an expert system to process the data that is currently stored in the database. Every time we receive patient data, we check our database to see whether any previous patients had similar symptoms. An expert algorithm decides whether or not a woman has breast cancer based on the similarities discovered. The expert system will transmit the information to a physician or other expert for confirmation before adding it to the database if it is absent from the database. In this method, we improve the expert system's accuracy.

Result and Discussion:

id	Diagnosis	radius_mean	perimeter_mean	concavity_mean	symmetry_mean	radius_se	perimeter_se	smoothness_se	concavity_se
842302	M	17.99	122.03	0.123234	0.2123	0.44321	184.32	0.1645	0.2642

842517	M	20.01	110.32	0.43243	0.2847	0.34214	154.23	0.0234	0.186
84300903	B	15.03	102.12	0.32424	0.5473	0.543546	123.98	0.1746	0.243
84348301	M	23.32	201.32	0.23421	0.12321	0.53421	143.24	0.1983	0.2725
84358402	M	19.23	203.14	0.65473	0.3287	0.43765	137.02	0.1874	0.1625
84378	M	21.94	204.32	0.12345	0.21876	0.612	164.03	0.1934	0.1714

Fig 3: Showing the data set from Kaggle (Breast cancer Wisconsin (Diagnostic) Dataset (BCWD), n.d.)

The above table is a small chunk of the data set collected from Kaggle. The data set basically contains the patient information and the diagnosis report. This data has been used by us for the research work for the prediction of breast cancer in women.

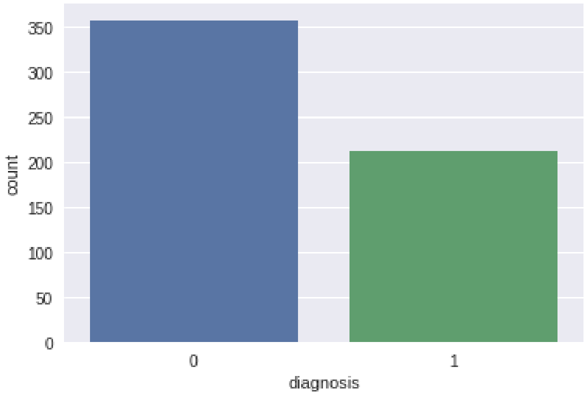

Fig 3: the diagram shows the diagnosis of Breast cancer.

The diagram specifies that there are a greater number of beginning stage of cancer that can be cured. The Blue part of the graph donates the patient that are on the early stage of cancer and can be treated easily. The ratio of patients with higher stage is less than the patients with early stage which is a good sign.

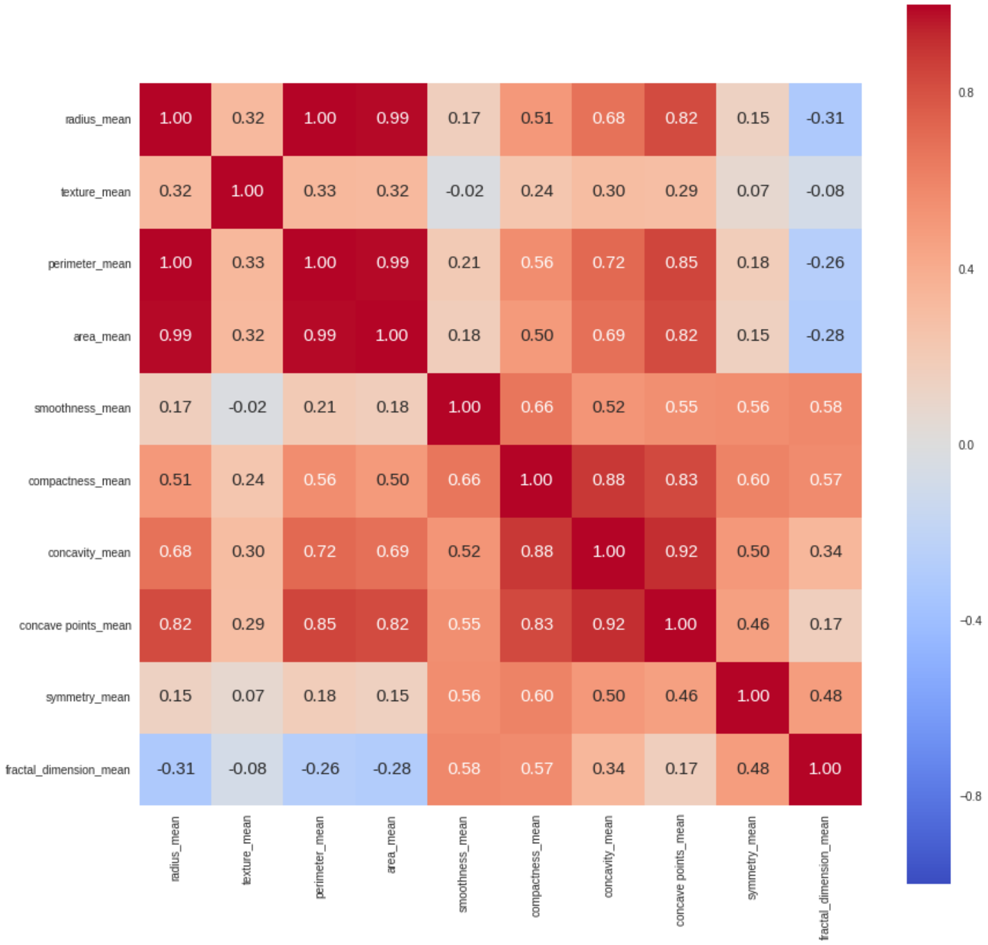

Fig 4: The diagram shows confusion matrix for the data set.

The confusion matrix specifies the data analysis done by our model. Each data from the table has been processed to generate the confusion matrix which further gives us the result about the performance and accuracy of the algorithm.

Observations from the graph

- As expected, given their relationship, the radius, parameter, and area are all highly associated, so we can choose to use any of them.
- Because compactness_mean, concavity_mean, and concavepoint_mean have a strong correlation, we'll choose that one moving forward.
- So, chosen Perimeter mean, texture mean, compactness mean, and symmetry mean are the appropriate parameters.

A prediction unit of 0.91812865497076024 has been attained. Our model's accuracy is 91%, which is good.

Table1: Showing the comparison of other research work.

Paper Reference	Models/ Algorithm	Accuracy	Anomaly Application/ Task
[2]	DNN	0.64	BC detection
[3]	DNN	0.82	BC prognosis detection
[4]	SVM, NB, RF	0.85	Cancer sub-types (ER+ and ER−).

The table consist of the research work done by other researcher along with the models used by them and the accuracy they have achieved by their work. We have used this paper as reference for comparative analysis.

The accuracy values achieved by the models that included DNN, SVM, NB, and RF were 0.64, 0.82, and 0.85, respectively, in contrast to our model. The accuracy of our model was 91%, or 0.91812865497076024. This demonstrates that our model is more accurate than the one mentioned earlier.

The results of our studies showed that the proposed machine learning approach successfully detected breast cancer with a high accuracy of 91% and a true negative rate of 94.5%. These results demonstrate how effectively the proposed technique identifies cases of likely breast cancer.

Conclusion

The discipline of using machine learning to diagnose breast cancer is expanding quickly, and there is a lot of opportunity to enhance patient outcomes. Methods and strategies for using machine learning algorithms to detect breast cancer are investigated in this research study. Deep learning models, automated image analysis, feature selection, and model validation are some of these methodologies and methods. Researchers can more accurately and efficiently identify possible breast cancer cases by utilizing the power of these cutting-edge approaches, leading to an earlier diagnosis and more successful treatment.

Even while machine learning holds enormous potential for breast cancer screening, further research still needs to solve a few issues. More sophisticated algorithms that can more effectively discriminate between benign and malignant tumors are needed, as well as larger and more diverse datasets. To facilitate clinical decision-making, the interpretability of model outputs must also be improved. However, it is clear that machine learning will have a bigger impact on the detection and diagnosis of breast cancer in the coming years with sustained innovation and cooperation between computer scientists, medical researchers, and doctors.

The research presented in this article emphasises the importance of continued study and development to advance and enhance these approaches and shows the huge potential of machine learning in the detection of breast cancer. Machine learning algorithms do have the potential to revolutionise breast cancer detection and diagnosis, which would ultimately improve patient outcomes all across the world.

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6

Movie Recommender System

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Abstract-

A Recommendation framework could be a framework that gives suggestions to users for certain assets like movies, motion pictures, web series, etc., based on a few data that system collects from user. The Movie Recommendation System is a web-based application that provides best movie recommendations to users based on their preferences. The system uses data-based filtering techniques to analyze user behavior and generate recommendations based on similar preferences of other users. The system utilizes a large dataset of movies and their attributes such as genre, cast, director, year of release, and ratings to generate recommendations for users. The users can provide their preferences by rating movies they have watched, and the system then generates a list of recommended movies based on their ratings. The Movie Recommendation System is designed to be user-friendly and interactive. Users can browse through the recommended movies, view their details, and even watch trailers of the movies. The system also provides users with the option to add movies to their watchlist or mark them as already watched. The system is beneficial for users who are looking for new movies to watch but are overwhelmed by the vast amount of options available. The personalized recommendations make it easier for users to find movies that they are likely to enjoy, based on their preferences and past behavior.

Index Terms- Index Terms- K-means, vector space method, recommendation framework, information mining, substance-based filtering.

INTRODUCTION

In today's world recommendation systems plays important role in human life for business perspective as it helps to grow business and it is also user friendly, it is used in various companis. Also, it makes the life of any individual easy by giving suggestion so it can save the fruitful time of any individual. The Movie Recommendation System is a web-based application that provides personalized movie recommendations to users. The system is designed to help users find new movies to watch based on their preferences and past behavior. The system uses collaborative filtering techniques to generate recommendations based on the behavior of other users with similar preferences.There are mainly three types of recommendation system like data based , hybrid mode filtering and collaborative filtering.We worked here on content or data based filtering method.In content based filtering method user only get suggestion on what he like to watch by various categories by favourite actor ,favourite actress, favourite category of movie like romantic, horror based , biography, action etc.

Objectives

The main objective of the Movie Prediction System is to provide users with personalized movie recommendations based on their preferences and past behavior. The system aims to make it easier for users to find new movies to watch and avoid the overwhelming number of options available.

Study of work done so far -Within the field of Recommandation Framework parcels of work, consider, term paper has been distributed and analyst, understudieshave done gigantic work to unravel issues like: - untrue recommendtaion, off-base predictaions etc.

Features:

The Movie Recommendation System has the following features:

Personalized Recommendations: The system provides personalized recommendations based on user behavior and preferences.

User-Friendly Interface: The system has a user-friendly interface that is easy to navigate.

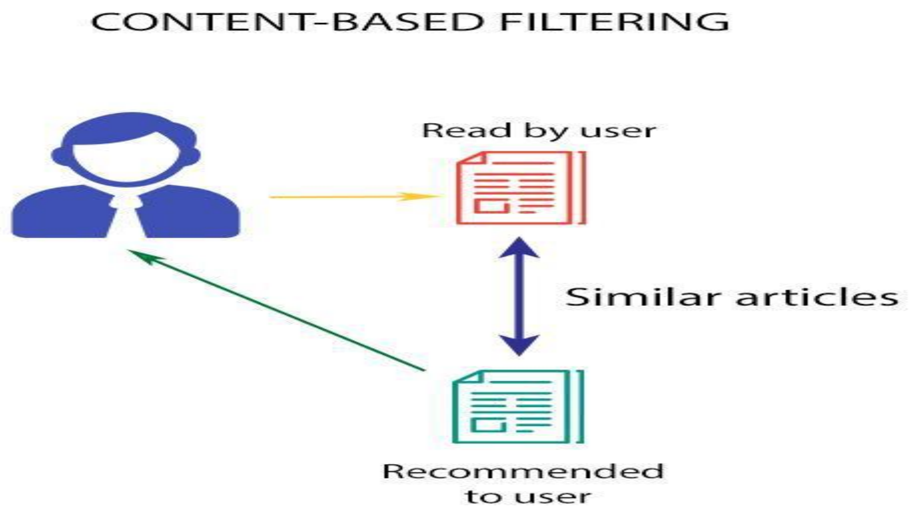
Large Dataset: The system uses a large dataset of movies and their attributes such as genre, cast, director, year of release, and ratings.

Watchlist: The system allows users to add movies to their watchlist and mark movies as already watched.

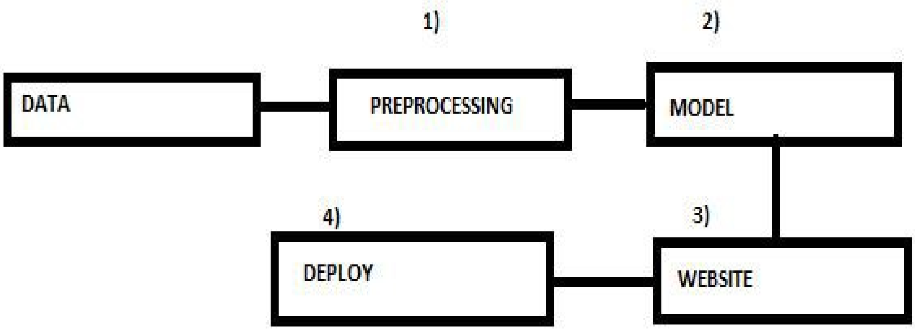
Trailers: The system allows users to watch trailers of the recommended movies.

Analysis and Design

Content-based filtering-Content-based sifting is one well known procedure of proposal or recommender frameworks. The substance or qualities of the things you like are alluded to as "content."Here, the framework employments your highlights and likes in arrange to prescribe you with things merely might like. Its employments the data given by you over the web and the ones they are able to assemble and after that they clergyman proposals concurring to that. The objective behind content-based sifting is to classify items with specific catchphrases, learn what the client likes, see up those terms within the database, and after that prescribe comparable things. This sort of recommender framework is gigantically subordinate on the inputs given by clients, a few common illustrations included Google, Wikipedia, etc. For case, when a client looks for a bunch of watchwords, at that point Google shows all the things comprising of those keywords



Digram 1: Design Model



Digram 2: design model

Techniques to be used -The vector space method

Design ModelTechniques to be utilized -The vector space method. Let us assume you studied a wrongdoing thriller book by Gone girl, you audit it on the web. Moreover, you survey one more anecdotal book of the comedy sort with it and audit the wrongdoing thriller books as good and the comedy one as terrible. Presently, a rating framework is made agreeing to the data given by you. Within the rating framework from to 9, wrongdoing thriller and criminologist sorts are positioned as 9, and other genuine books lie from 9 to and the comedyones lie at the most reduced, perhaps in minus. With this data, the following book suggestion you'll get will be of wrongdoing thriller classes most likely as they are the most noteworthy appraised classes for you. For this positioning framework, a client vector is made which positions the data given by you. After this, an thing vector is made where books are positioned concurring to their sorts on it.With the vector, each book title is doled out a certain esteem by duplicating and getting the speck item of the client and thing vector, and the esteem is at that point utilized for recommendation.Like this, the dab items of all the available books looked by you're positioned and concurring to it the best 5 or top 10 books are assigned.This strategy was the primary strategy utilized by a content-based suggestion framework to prescribe things to the user.

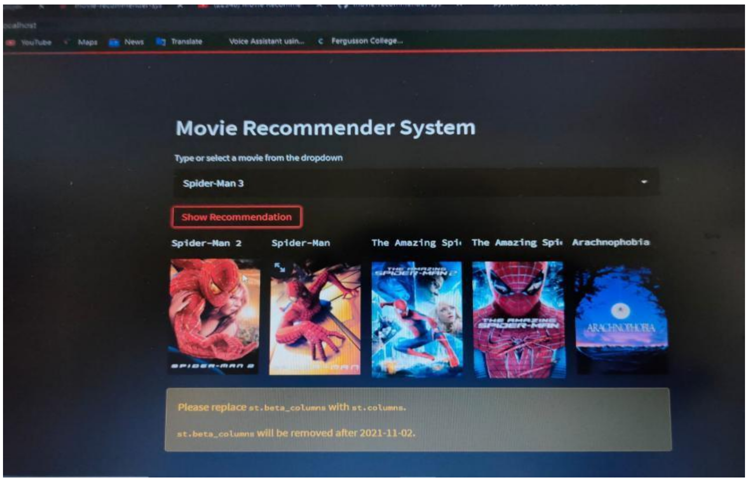
Technology Stack:

Programming language	**:** Python (3.8)
Tools	**:** Excel, Pycharm
Testing Env	**:** Jupiter Notebook

Packages : NumPy, pandas

Hardware Requirement : Windows 7 or newer 4GB Minimum Ram

Result:



Movie Recommender System

Type or select a movie from the dropdown

Spider-Man 3

Spider-Man 2 | Spider-Man | The Amazing Spi | The Amazing Spi | Arachnophobia

Please replace `st.beta_columns` with `st.columns`.

`st.beta_columns` will be removed after 2021-11-02.

Output Image of Movie

CONCLUSION

In this paper we have presented movie recommendation system. It permits a user to choose the options based on what he liked or based on what he watch before or his intrest.We are getting good response from users.By using vector space method and cosine similarity algorithm we are giving best suggestions to the users by minimum inaccuracy.The system is user-friendly and provides users with the option to add movies to their watchlist or mark them as already watched.Overall, the Movie Recommendation System is a valuable tool for movie lovers who are looking for new and exciting movies to watch.

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7

XG Boost Algorithm for Fraudulent Vishing Detection: A Review Literature

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Abstract-

Vishing is a growing concern in the age of digital technology, with scammers using voice and phone calls to trick individuals into revealing sensitive personal information. Traditional methods of detecting vishing scams involve manual analysis and reporting, which can be time-consuming and ineffective. The paper reviews notable examples of vishing scams, including the Microsoft Tech Support Scam, the IRS Impersonation Scam, the Jamaican Lottery Scam, and the Social Security Scam. It also discusses the increasing number of reported scam calls related to the COVID-19 pandemic. The paper outlines the key challenges in detecting vishing scams and the potential benefits of using AI and ML techniques. It concludes by highlighting the need for greater awareness and vigilance among individuals to protect their personal information. The prevalence of vishing scams poses a significant threat to personal information security, as cybercriminals use social engineering tactics to deceive victims and steal their personal and financial information. Traditional methods of detecting vishing scams are often ineffective and time-consuming, but they can be improved by artificial intelligence and machine learning techniques. Imposter scams are a common type of scam call, and with the rising number of reported scams calls in recent years, it is crucial to remain cautious when receiving unsolicited calls and avoid providing personal or payment information to unknown callers. The COVID-19 pandemic has resulted in an increase in scam calls related to the virus, underscoring the importance of awareness and necessary precautions to safeguard personal information. By utilizing AI and ML techniques, vishing scams can be detected more effectively, reducing the likelihood of falling victim to cybercriminals.

Keywords - artificial intelligence, fraud detection, IRS Impersonation Scam, machine learning, Microsoft Tech Support Scam

I. INTRODUCTION

With the increasing reliance on technology and digital platforms, cybercrime has become a big problem for individuals and businesses alike. Among the many types of cybercrimes, vishing has emerged as a significant threat to personal information security. Vishing is a type of phishing scam that targets individuals by using phone calls to trick them to gain private information. Vishing attacks are often more difficult to detect than traditional phishing attacks, as they use social engineering tactics to gain the trust of the victim. Traditional methods of detecting vishing scams involve manual analysis and reporting, which can be time-consuming and ineffective. Many high profiles are high-profile been reported in the news over the years. Here are a few notable examples: The "Microsoft Tech Support" Scam: In this scam, fraudsters posed as Microsoft employees and claimed that the victim's computer was infected with a virus. They would then request remote access to the computer and steal personal and financial information. In 2017, the Federal Trade Commission (FTC) shut down a major tech support scam operation that had swindled tens of thousands of people out of more than $120 million. The IRS Impersonation Scam: In this scam, fraudsters call and claim to be from the IRS, threatening legal action if the victim does not pay alleged tax debts. The scammer may demand payment in the form of a wire transfer, prepaid debit card, or gift card. In 2018, the Justice Department announced that it had successfully prosecuted a major international IRS impersonation scam operation that had defrauded thousands of victims out of more than $2.4 million. The Jamaican Lottery Scam: In this scam, fraudsters call and claim that the victim has won a Jamaican lottery or sweepstakes but must pay taxes or fees upfront to claim the prize. In 2019, a Jamaican lottery scammer was sentenced to six years in prison for defrauding dozens of elderly Americans out of more than $5.8 million. The Social Security Scam: In this scam, fraudsters call and claim to be from the Social Security Administration (SSA), threatening legal action if the victim does not provide personal information or payment. In 2021, the FTC reported a surge in Social Security scams, with fraudsters using robocalls and caller ID spoofing to trick victims into giving away sensitive information. These are just a few examples of high-profile scam calls that have been reported in the news. It is important to be vigilant when receiving unsolicited calls and never provide personal or payment information over the phone to unknown callers. According to the Federal Trade Commission (FTC), the number of reported scam calls has been increasing in recent years. In 2019, the FTC received over 3.2 million reports of fraud, with over 1.7 million of those reports related to imposter scams, which often involve scam calls. In 2020, the number of reported fraud cases increased to over 4.7 million, with over 2.2 million of those cases related to imposter scams. Another common type of scam call is the IRS scam, in which scammers pretend to be IRS agents and threaten victims with legal action or arrest unless they pay a supposed tax debt immediately. Additionally, with the COVID-19 pandemic, there has been an increase in scam calls related to the pandemic, such as fake vaccine or cure offers, financial assistance or loans, and work-from-home opportunities.

A. **Fraud Call:** A scam call is a type of phone call where the caller tries to deceive the recipient into providing confidential information or money pin etc. The caller usually pretends to be a valid organization or individual, like bank, government agency, or charity. The caller may also ask the recipient to transfer money or purchase gift cards and provide the codes over the phone. Fraud scam calls are often made using automated systems, known as robocalls, which can spoof caller ID information to appear as if they are calling from a legitimate organization or a local number. It is important to be cautious and skeptical of unsolicited calls and to never give out personal information or send money to anyone who contacts you unexpectedly over the phone.

B. **Types of Fraud Calls:** Below are a few examples of the types of scam calls that are commonly used by scammers. It is important to be cautious when receiving unsolicited calls and never provide personal or payment information over the phone to unknown callers. IRS Scam: In this scam, the scammer pretends to be from the Internal Revenue Service (IRS) and claims that the recipient owes back taxes. They may threaten legal action, such as arrest or deportation if payment is not made immediately. Tech Support Scam: In this scam, the scammer pretends to be from a tech support company, such as Microsoft or Apple, and claims that the recipient's computer is infected with a virus. They may ask for remote computer access or payment to fix the problem. Social Security Scam: In this scam, the scammer pretends to be from the Social Security Administration (SSA) and claims that the recipient's Social Security number has been compromised or suspended. They may ask for personal information or payment to resolve the issue. Lottery Scam: In this scam, the scammer claims that the recipient has won a large sum of money in a lottery or sweepstakes. They may ask for payment or personal information to claim the prize or may ask the recipient to pay taxes or fees upfront. Charity Scam: In this scam, the scammer pretends to be from a legitimate charity and solicits donations from the recipient. They may use emotional appeals or fake stories to convince the recipient to donate money. Grandparent Scam: In this scam, the scammer pretends to be a grandchild in distress and asks the recipient for money to help them out of a difficult situation. They may claim to be in jail or stranded in a foreign country.

C. **Techniques used by scammers: Scammers use a variety of techniques to execute phone call scams. Here are some common methods that scammers use: Caller ID Spoofing:** Scammers can use technology to manipulate the caller ID information that appears on the recipient's phone. They may use legitimate phone numbers or fake numbers to make the call appear to be coming from a trusted organization or individual. Pretexting: They may pose as a legitimate company and ask the recipient to provide sensitive information under the guise of updating their account or verifying their identity. Threats and Intimidation: Some scammers may use threats or intimidation to scare the recipient into providing money or personal information. They may pretend to be from a law enforcement agency or the IRS and claim that the recipient will be arrested if they do not comply with their demands. Promises of Rewards: Scammers may offer fake prizes, grants, or job offers in exchange for payment or personal information. They may claim that the recipient has won a lottery or sweepstakes, or that they are eligible for a government grant or employment opportunity. Overall, scammers rely on a combination of social engineering, technology, and manipulation to execute phone call scams. Explore emerging trends and future directions in this exciting field.

II. LITERATURE REVIEW

A. Review of Existing Literature Review

[1] By Rahul Batra, Rahul Kumar, and Manoj Kumar, published in 2019 "Vishing Detection: A Machine Learning Approach". The research paper proposes the use of artificial intelligence (AI) and machine learning (ML) techniques to detect vishing scams more efficiently and accurately. The paper acknowledges that traditional methods of detecting vishing scams can be time-consuming and ineffective due to the social engineering tactics used by scammers to

gain the trust of victims.

[2] By Yiqin Lu and Keman Huang, "Vishing Attack Detection using Machine Learning and Ensemble Techniques" published in 2019. The paper provides some notable examples of high-profile vishing scams reported in the news, such as the "Microsoft Tech Support" scam, the IRS Impersonation scam, the Jamaican Lottery scam, and the Social Security scam. The authors highlight the importance of being vigilant when receiving unsolicited calls and never providing personal or payment information over the phone to unknown callers. The authors also point out that the number of reported scam calls has been increasing in recent years, with imposter scams being one of the most common types of fraud reported to the Federal Trade Commission (FTC). They mention that the Social Security scam and the IRS scam are two of the most prevalent types of imposter scams. The authors also note that there has been an increase in scam calls related to the COVID-19 pandemic.

[3] By Marjan Kuchaki Rafsanjani and Seyed Hadi Hosseini “A Novel Approach for Vishing Detection Based on Hybrid Machine Learning Algorithms", published in 2020. The research paper offers a thorough overview of vishing scams and the need for more effective and precise detection techniques. Researchers, decision-makers, and companies looking to improve their fraud detection capabilities may find the paper's findings to be of interest. It may make a significant contribution to the field of cyber security. The paper, however, would benefit from more empirical data to back up its assertions and a more thorough analysis of the drawbacks and potential moral ramifications of applying AI and ML to fraud detection.

[4] The authors of the study, are entitled "Scam Detection Assistant: Automated Protection from Scammers." The paper describes an automated approach that aids in shielding consumers against con artists. The technology recognizes and categorizes scam texts using machine learning algorithms and warns users of potential scams. A research study titled "Scam Detection Assistant: Automated Protection from Scammers" suggests an automated system to identify and stop scams in online transactions. By examining the content of messages and sending users warning messages, the technology is intended to help users spot potential scams. The paper starts by talking about the expanding issue of internet fraud and the requirement for efficient scam detection systems. To offer consumers real-time protection

against fraudulent actions, the system is created as a browser extension that is simple to install. The authors begin by outlining the ubiquity of online fraud and the difficulties in identifying and avoiding it. They next go over their suggested solution, which combines machine learning and natural language processing to analyze scam content.

[5] An innovative method for identifying fraudulent phone calls using deep learning techniques is presented in the work titled "Automated Fraudulent Phone Call Recognition through Deep Learning." The authors suggest a technique that uses an analysis of the call's audio attributes to automatically identify bogus calls. The system is appropriate for usage in contact centers and other similar applications because it is designed to be scalable and can manage high call volumes in real time. The writers start by talking about the prevalence of fraudulent phone calls, which are becoming a bigger issue in many nations. The authors of the paper highlight the shortcomings of conventional techniques for identifying phony phone calls, such as statistical models and rule-based systems. Since fraudsters frequently alter their strategies, it is challenging to develop a system of rules or a model that can reliably identify all fraudulent calls, which is why these techniques are frequently ineffectual.

[6] The paper "Learning from the Ones that Got Away: Detecting New Forms of Phishing Attacks" introduces a revolutionary method for identifying fresh and undiscovered phishing attack types. The authors suggest a system that analyses user behavior using machine learning techniques and looks for anomalies that might point to a phishing assault. Beginning with the issue of phishing attacks—a pervasive and growing risk to internet security—the authors address this issue. Heuristics are ineffective in spotting fresh and complex attempts. As a result, they suggest a system that employs machine learning algorithms to examine user behavior and find odd patterns that might point to a phishing assault.

[7] In his paper Fraud Detection using Machine Learning, Aditya Oza discusses how machine learning methods can be used to address the problem of payment-related fraud detection. The research uses a labeled dataset of payment transaction data to apply various machine learning techniques based on logistic regression and support vector machines to the problem of payment fraud detection. Financial fraud has increased in tandem with the rapid development of digital payment systems. The authors of this project have examined a Kaggle dataset of

simulated mobile payment transactions. The dataset consists of five transaction categories: "CASH IN," "CASH OUT," "DEBIT," "TRANSFER," and "PAYMENT." Principal component analysis, or PCA, was employed by the authors to depict the variability of the data in two dimensions. They trained their models using the features listed below: The kind of transaction, the amount of the transaction, and the sender's account balance before and after the transaction.

[8] According to the previous research titled Fraud Detection Call Detail Record Using Machine Learning in Telecommunications Company Ma'shum Abdul Jabbar, Suharjito, Fraudulent actions are becoming more prevalent in the telecommunications industry, and they have the potential to cause large financial losses. Through the use of machine learning techniques, call detail data (CDRs) can be analyzed to find fraudulent activities. This study suggests a call detail records-based machine learning-based fraud detection system for telecoms firms. The proposed system makes use of machine learning techniques like decision trees, random forests, and logistic regression to classify CDRs as fake or not. The authors used an Indonesian telecoms company's dataset of CDRs. They removed many features from the dataset. This study aims to develop a machine learning-based fraud detection system for a telecoms company using call detail records (CDRs). The authors cite a rise in fraud instances in the telecommunications sector as a result of rising internet and mobile phone usage. Consequently, a reliable fraud detection system that can spot fraudulent activity in real-time is required.

[9] “A Machine Learning Approach to Prevent Malicious Calls Over Telephony Networks. This research paper seems to focus on the problem of malicious calls (spam and scams) through telephony networks, which cause financial losses worth billions of dollars worldwide. The paper appears to be well-structured, with a clear focus on the research question and objectives. The use of TouchPal as a data source for collecting information about malicious calls is an innovative approach that has the potential to be effective in detecting and preventing such calls. However, more details are required on the machine learning solution proposed by the authors and the specific features identified as effective in distinguishing malicious calls from benign ones. by analyzing call patterns and historical records. Through a large-scale measurement study, the authors identify key characteristics

that distinguish malicious calls from benign ones, including call duration, timing, and volume. Using these results as a foundation, they suggest 29 features to identify malicious calls and assess how well they work using cutting-edge models. The findings demonstrate that a random forest model employing these features is highly accurate in identifying malicious calls while lowering the incidence of false positives and maintaining benign call traffic. The authors also demonstrate the feasibility of implementing these models in real-world systems with low latency overhead. Overall, this research contributes to improving the security and reliability of communication systems by providing a more effective and efficient approach to detecting malicious calls.

[10] “An Xgboost-based system for financial fraud detection” The research paper discusses machine learning techniques for detecting online transaction frauds. The paper also acknowledges that while automatic detection methods are useful, they can also lead to false positives and false negatives, which highlights the need for manual review. Overall, the research topic is relevant and important given the increasing prevalence of online fraud. In the field, it's common practice to use data mining and machine learning techniques to identify fraud patterns. Intriguingly, the paper makes use of the Xgboost predictor for inference. But it's challenging to judge the caliber of the research from the introduction alone. Uncertainty exists regarding the authors' data collection and labeling procedures, the specific algorithms and models they employed, and the study's conclusions. Therefore, a more detailed review of the paper would be necessary to evaluate the research's effectiveness and contribution to the field.

[11] “Boosting the Accuracy of Phishing Detection with LessFeatures, the research paper focuses on the topic of phishing, The introduction provides a clear overview of what phishing is, how it works, and the potential risks and consequences for victims. The research topic is highly relevant in today's digital age, where cybercrime is a growing concern. The paper appears to provide a comprehensive explanation of the phishing life cycle, which involves the use of fake web pages to trick users into disclosing their personal information. It also highlights the techniques used by phishers, such as social engineering and technical subterfuge, to gain access to sensitive data. However, based on the introduction alone, it is difficult to evaluate the quality of the research. It is unclear what specific research questions

the paper aims to address, what methodology was used, and what the results of the study were. Therefore, a more detailed review of the paper would be necessary to assess its effectiveness and contribution to the field.

[12] “A Study of Advance Fee Fraud Detection using Data Mining and Machine Learning Technique” the study paper appears to be an overview of data mining techniques and how they might be used to identify and stop advance fee fraud. The study draws attention to the danger that financial institutions run from being involved in money laundering schemes, particularly in developing nations like India where insider threats are common. The poll seeks to offer a thorough review of data mining techniques and how well they work to spot and stop advance fee fraud. The article contends that because scammers' methods are ever-evolving, education and awareness are essential for spotting these frauds. The research paper seems to help choose the best strategies to stop advance fee fraud for both government officials and service suppliers.

B. Impact: big data analytics and cloud computing are two technologies that have rapidly gained traction in recent years, and their convergence has given rise to new opportunities and challenges for organizations. Huge amounts of data can be stored, processed, and analyzed using the cloud, and big data analytics offers strong tools and techniques for drawing insights from that data. By combining the two, organizations can gain a competitive edge by making faster and more informed decisions, improving operational efficiency, and enhancing customer experience. One of the key benefits of cloud-based big data analytics is its ability to handle massive data volumes. Modern businesses generate enormous amounts of data, which traditional on-premises infrastructure frequently is unable to process and store. The cloud, on the other hand, provides practically limitless storage and computing power, enabling businesses to scale up or down as needed without having to pay for and manage expensive physical infrastructure. However, integrating big data analytics with cloud computing also poses significant challenges, particularly regarding data security and privacy. Storing sensitive data in the cloud exposes it to potential hacks and security breaches, which can have serious repercussions for businesses. Organizations must implement strong security protocols and encryption tools to safeguard their data in order to reduce these risks. Despite these difficulties, many businesses have successfully adopted big data analytics on the cloud, resulting in appreciable enhancements in performance and cost-effectiveness. To enhance their customer experience and streamline their business processes, for instance, businesses like Netflix, Airbnb, and Uber heavily rely on cloud-based big data analytics. These companies leverage the cloud's scalability and flexibility to process large amounts of data in real-time, generate insights, and respond quickly to changing market conditions.

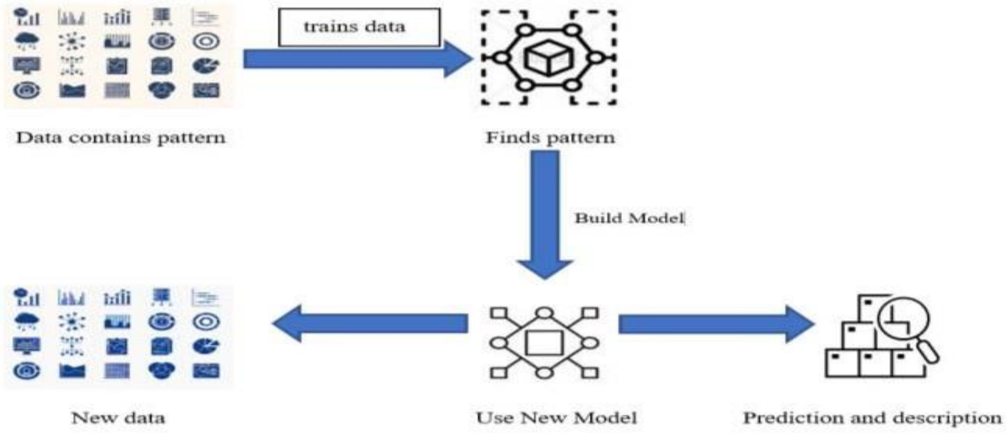
III. RESEARCH METHODOLOGY:

A. Why use ML: Algorithms that use machine learning analyze large volumes of data more quickly than humans, which is important for detecting fraud in real-time and preventing further losses. Accuracy: Machine learning algorithms can analyze data, which is essential for detecting even subtle patterns that may indicate fraudulent behavior. Automation: Machine learning can streamline the process fraud detection allowing businesses to identify fraudulent activity more quickly and efficiently. Overall, machine learning is a detects scam effectively that can help businesses stay ahead of evolving fraud patterns and prevent losses due to fraudulent activity.

B. Technologies to detect Calls: Many new technologies and techniques are being developed and used in machine learning to detect scam calls. Some of the most effective methods include Natural Language Processing (NLP): Which involves analyzing the language and tone used in scam calls to identify patterns and detect fraudulent activity. NLP can also be used to identify keywords and phrases commonly used in scams. Voice Biometrics: This involves using voice recognition software to identify the unique characteristics of a caller's voice, such as pitch, tone, and accent. Voice biometrics can be used to detect changes in a caller's voice that may indicate they are attempting to impersonate someone else. Behavioral Analysis: This involves analyzing the behavior of a caller during a call, such as a rate and tone of speech, to identify suspicious patterns. Behavioral analysis can also be used to detect the use of automated voice systems or prerecorded messages. Machine Learning Algorithms: This involves using machine learning algorithms an analysis of patterns of call data to flag suspicious activity. These algorithms can be trained using large datasets of known scam calls to improve accuracy over time.

C. How ML detects fraud calls: It is possible to detect fraud using machine learning (ML) scam calls by analyzing patterns in the calls that are associated with fraudulent activity. Here are a few ways that ML can be used to detect scam calls: Anomaly detection: ML algorithms can learn the typical patterns of legitimate calls and flag any calls that deviate from these patterns as potentially fraudulent. Natural language processing (NLP): By analyzing the content of calls using NLP techniques, ML algorithms can detect the use of specific keywords or phrases that are associated with scams or fraudulent activity. Call metadata analysis: ML algorithms can analyze call metadata, such as Calls made from a specific phone number, their duration, and when the calls are made, to identify suspicious patterns of behavior. Caller reputation analysis: ML algorithms can use data from previous calls to identify patterns in the behavior of known scam callers, and flag calls that have similar characteristics as potentially fraudulent. Overall, ML can be a powerful tool for detecting scam calls, as it can quickly and to accurately identify fraud patterns, large

D. Volumes Of Data Must Be Analyzed.



IV. XG BOOST ALGORITHM

XGBoost is an algorithm that combines multiple classification trees to create an accurate, robust model It is powerful because it is highly customizable, scalable, and can handle large-scale datasets with millions of features and samples. There is evidence that XGBoost performs better than other well-known algorithm than Random Forest, Neural Networks, on a wide range of datasets and tasks, making it a popular choice for data scientists and machine learning practitioners.

A. **History:** XGBoost algorithm was first introduced by Tianqi Chen and colleagues in a research paper published in 2016. However, the development of XGBoost began much earlier, in 2013, when Chen was a Ph.D. student at the University of Washington. Since its introduction, XGBoost has undergone several improvements and extensions. In 2017, Chen and his team released a new version of XGBoost called XGBoost4J, which is designed to be more scalable and efficient on distributed systems. In 2018, XGBoost was extended to handle missing values, further improving its performance on real-world datasets. And in 2020, Chen and his team released XGBoost on Ray, a distributed implementation of XGBoost that can run on a variety of platforms and infrastructures. Extreme Gradient Boosting (XGBoost) is a well-liked ensemble learning technique that combines different decision trees to produce a potent predictive modelIt functions by training decision trees iteratively using the mistakes made by earlier trees, with each new tree working to enhance the performance of the one before it. By adding trees that fit the loss function's negative gradient, the gradient boosting algorithm used by XGBoost attempts to reduce the loss function to the smallest possible value. As a result, the model becomes more precise and is capable of handling large feature spaces and complex data. In addition to gradient boosting, XGBoost also uses regularization techniques to prevent over fittings, such as L1 and L2 regularization, and can handle missing data by using a technique called gradient-based sampling.

B. **Techniques of XG Boost:** By combining the outputs of various models, ensemble learning commonly employs the bagging and boosting techniques to enhance the performance of predictive models. Several copies of the initial training data set are created as part of the bagging (also known as bootstrapping) procedure, and each one contains a different random subset of samples. After that, each subset of the data is trained using a different model, and the combined output yields the final prediction. This enhances the model's precision and stability while reducing overfitting. Contrarily, the technique known as "boosting" entails repeatedly building weak models into strong models. The model is trained on the data in each iteration, with a greater weight given to the incorrectly classified samples from the previous iteration. This enhances the model's precision and generalizability. Gradient Boosting, one of the most well-liked boosting algorithms, uses gradient descent to improve the model's loss function. AdaBoost is a well-known algorithm that gives samples that were misclassified more weight in order to enhance the model's performance. Overall, bagging and boosting are potent methods that can significantly enhance the performance of predictive models, particularly when applied in ensemble learning.

C. **Features of XG Boost:** Regularization: It is a method used in machine learning to avoid overfitting, which occurs when the model gets too complex and fits the training data too well but performs poorly on new, unforeseen data. L1 regularization (Lasso) and L2 regularization (Ridge) are the two different types of regularization techniques in XGBoost. A common problem in machine learning is handling sparse data, particularly when working with high-dimensional datasets. Weighted quantile sketch: XGBoost calculates the quantiles of the feature values using a weighted quantile sketch algorithm. This reduces memory usage and improves the accuracy of the algorithm on sparse data. The block structure in XGBoost for parallel learning involves partitioning the dataset into blocks, each containing a subset of the data, based on the available computing resources. This allows for parallel processing during the training process. Cache awareness in XGBoost involves optimizing the algorithm's performance by taking advantage of the CPU cache. It employs a technique called cache-aware access that stores frequently accessed data in the cache and accesses it sequentially for faster processing. In XGBoost, an approach known as "out-of-core computing" is used to train machine learning models on datasets that are too big to fit in memory. Subsets of the data are loaded into memory, processed, and discarded before being replaced by the next subset. The following mathematical procedures make up the XGBoost algorithm: Initialize the ensemble: The algorithm begins by initializing the collection of decision trees. As defined below, the objective function to minimize is.

$$Obj = L\ (y, F) + \Omega(F)$$

A regularization term that penalizes complex models is present where L is the loss function, y is the true target value, F is the predicted target value, and is the true target value regularization term. Calculate the gradient and hessian: Each training instance has a different gradient and hessian value. While the Hessian denotes the second derivative of the loss function, the gradient denotes the derivative of the loss function with respect to the predicted values. This is written as.

$\partial L(y_i, F(x_i))/\partial F(x_i) = g_i$

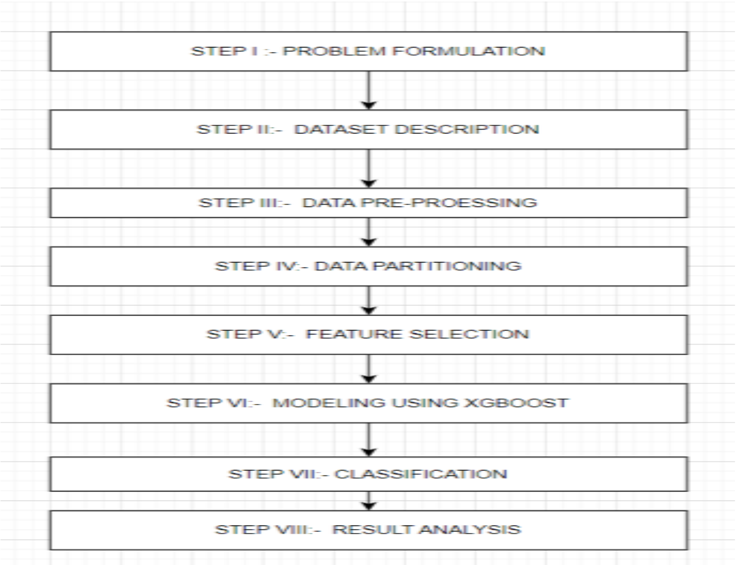
$\partial^2 L(y_i, F(x_i))/\partial F(x_i)^2 = h_i$

Where g_i and h_i are the gradients and Hessian of the loss function for its training instance. Build the tree: The decision tree is built using the gradient and Hessian values. The tree structure is constructed recursively by selecting the best split at each node that maximizes the gain in the objective function. The gain is calculated as:

$\text{Gain} = 0.5 * [(\Sigma_i g_i)/(\Sigma_i h_i + \lambda)]^2 / [(\Sigma_i h_i)/(n + \lambda)]$

Where n is the total number of training instances, i stands for the sum of all training instances, and is the regularization parameter. Update the ensemble: The new tree is added to the ensemble by calculating the model's output as the tally of all the ensemble's trees' predictions. The objective function is then minimized by updating the weights of the new tree using gradient descent. Up until the objective function converges or the desired number of trees are reached, repeat steps 2-4.

D. **Steps to use XG Boost Algorithm for Scam call detection Data collection:** Collect data related to scam calls, such as caller ID, time of call, duration of the call, location, and other relevant information. You can also include additional data sources such as call transcripts, call recordings, or social media activity. Data preprocessing: Feature engineering: Feature engineering involves selecting the most relevant features that can help distinguish scam calls from legitimate calls. To choose the most important features, you can use statistical techniques like correlation analysis or feature importance. Model training: After feature engineering, split your data into training and testing sets. Then use XGBoost to train a classification model on the training data. You can fine-tune the model parameters to improve the model's performance. Model evaluation: Once the model is trained, evaluate its performance using the testing set.. In summary, XGBoost can be used for scam call detection by collecting and preprocessing the data, performing feature engineering, training and evaluating the model, and deploying the model in a production environment.


STEP I :- PROBLEM FORMULATION
STEP II:- DATASET DESCRIPTION
STEP III:- DATA PRE-PROESSING
STEP IV:- DATA PARTITIONING
STEP V:- FEATURE SELECTION
STEP VI:- MODELING USING XGBOOST
STEP VII:- CLASSIFICATION
STEP VIII:- RESULT ANALYSIS

V. FUTURE SCOPE

Future research in this area can explore the development of more sophisticated AI and ML techniques that can detect vishing scams with even greater accuracy and speed. As cybercriminals continue to adapt and evolve their tactics, it is essential to have advanced detection systems that can keep pace with these changes. Moreover, future studies can focus on the development of more targeted prevention strategies that can identify vulnerable populations and prevent them from falling victim to vishing scams. Another potential avenue for research is to investigate the social engineering tactics employed by vishing scammers. By analyzing these tactics, researchers can gain a deeper understanding of how vishing scammers manipulate their victims and use this knowledge to develop more effective prevention strategies. Furthermore, the integration of multiple AI and ML techniques can be explored to develop a more comprehensive and accurate detection system. For example, the use of NLP and voice biometrics can be combined to analyze both the content and tone of vishing calls, enabling more accurate identification of fraudulent calls. Lastly, future research can also focus on the ethical implications of using AI and ML techniques in vishing scam detection. As AI and ML systems become increasingly sophisticated, there is a risk that they may infringe on individual privacy rights. Therefore, future studies can examine the potential risks and ethical considerations associated with the use of these techniques and propose solutions to mitigate any negative impact.

VI. CONCLUSION

In conclusion, vishing scams have become a serious threat to personal information security, with cybercriminals using social engineering tactics to gain the trust of victims and steal personal and financial information. Traditional methods of detecting vishing scams can be time-consuming and ineffective. As seen in recent years, the number of reported scam calls has been increasing, with imposter scams being a common type of scam call. It is essential to remain vigilant when receiving unsolicited calls and never provide personal or payment information over the phone to unknown callers. With the ongoing pandemic, there has been an increase in scam calls related to COVID-19, making it even more critical to be aware of these scams and to take necessary precautions to protect personal information. Utilizing AI and ML techniques can make it easier to identify vishing scams and lessen the likelihood of becoming a victim of cybercriminals.

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An Analysis of Financial Fraud Detection Methods Using Artificial Intelligence

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Abstract -

Financial fraud is a significant concern in the financial industry, and it has been observed to be dynamic with no discernible trends. There are many fraudulent activities that occur on a daily basis, such as Identity Theft, fraudulent identity impersonation schemes (phishing assaults), and debit and credit card fraud and Debit card frauds, foreclosure and loan scams, fraudulent activities involving fraudulent checks, online fraud, ransomware, and malware frauds. These fraudulent practices can result in considerable financial losses, reputational damage, and a loss of client confidence. Fraudsters take advantage of current technological breakthroughs. One method of tracing fraudulent transactions is to analyse and spot anomalous activity using data mining tools. As technology progresses, Artificial-Intelligence (AI) has emerged as a viable solution for detecting and preventing financial fraud. The author investigates the various steps that may be performed to avoid financial fraud using Artificial-Intelligence in this research study. The author highlights many such uses of machine learning, Deep-learning, as well as Natural-Language-Processing are examples of Artificial-Intelligence techniques that may be used to avoid financial fraud. The author then concludes that NLP is the best AI for fraud detection.

Keywords – Fraud Detection, Artificial-Intelligence, Machine-Learning, Deep-Learning, Natural-Language- Processing.

INTRODUCTION

In the modern world, there is an enormous amount of fear of financial fraud. Financial fraud is defined in a variety of ways. One claim is that financial fraud is the use of financial product regulation loopholes to obtain illegal benefits. Financial fraud can also be defined as any unlawful act committed in the financial sector with the intent of advancing one's own interests at the expense of other people or organizations. Financial fraud is a serious problem for organizations, and it can occur in various forms, for example identity theft, credit card fraud, and money laundering. According to the findings of the www.security.org survey, 65 percent of those who own credit cards or debit cards have been the target of credit card theft at least once. The reason for this equates to around 151 million U.S. people, a significant rise from their findings from the previous year, which revealed that almost 58 percent of cardholders have been victimized by fraudulent activity. This research paper will primarily focus on credit card fraud transactions, as these frauds occur more often than any other fraudulent transaction activities. Credit card frauds are of various types:

1. **No Card Present:** This type of credit card doesn't require the use of a physical card while making a purchase.

2. **Manual or electronic imprints of card:** This sort of fraud includes the offender skimming data from the magnetic strip of a credit card and applying that information to conduct fraudulent transactions.

3. **Card lost/stolen/misplaced:** This sort of fraud occurs when the cardholder either misplaces or has their card stolen.

4. **Counterfeit card fraud: This type of fraud occurs when the offender copies all of the information on the strip of magnetic tape so that the genuine card appears and functions identically to the original card.**

5. **Application fraud:** It occurs when a fraudulent user takes over the software programme, obtains someone's login credentials, develops a false account, and then executes transactions.

The primary goal of almost any technique for detecting credit card fraud is to locate anomalous behaviour and alert it to an investigator while allowing regular money transfers to be handled autonomously. By using a fraud detection system, we can determine whether the forthcoming transaction is genuine or fraudulent. The average fraudulent penalty in 2021 was $62, but this year it has increased to over $79, a 27 percent jump. The spike has the potential to be attributed to an amalgamation of elevated rates of inflation plus the previously indicated accelerated surge in online purchases of goods. Conventional fraud detection solutions employ rule-based systems as well as expertise from humans. However, these methods are time consuming, and they are only sometimes accurate. Fraudulent transactions should be quickly and accurately identified by an effective fraud detection system. While preventing malicious actors from carrying out fraudulent transactions is crucial, it is also happening to be critical to ensure that genuine users do not lose access to the online payment method. The significant improvements in Artificial-Intelligence over the past few years have created an intriguing opportunity to develop more effective fraud prediction models. There are several Artificial-Intelligence (AI) techniques that can be applied to prevent financial fraud, including Machine- Learning (ML), Deep-Learning (DL), and Natural-Language-Processing (NLP). The Paper is written in the following way. The Section 2 of this research paper throws light on the various subsets of Artificial-

Intelligence (AI) currently being used in the detection of financial fraud. Section 3 provides details on the comparative study of the subsets of Artificial-Intelligence (AI). Section 4 summarizes the conclusion of the research, and in the section 5 of this research paper, the authors have discussed the future work to be done on the proposed system.

Benefits and Challenges of AI-based Fraud Prevention:

The application of AI in fraud protection has various advantages, including better accuracy, fewer false positives, and faster fraud detection. AI-powered fraud protection may also adapt to new fraud trends and provide insights into fraudulent activity. Yet, there are a number of difficulties involved with AI-based fraud protection. These issues include the necessity for vast volumes of data for training, the possibility of bias in the models, the models' lack of interpretability, and the possibility of adversarial assaults.

Several Artificial-Intelligence techniques to detect fraud in credit card transactions are as follows:

I] Machine learning:

Machine learning is a subset of Artificial-Intelligence. (AI). The use of machine learning allows computers to notice patterns and trends and make predictions based on them. With machine learning, we may provide a computer with data so that it can learn how to make decisions about the information, just like a human would. It is one of the decade's trendiest areas. Businesses are progressively attempting to make investments in machine learning in order to enhance their goods. Machine learning is a mix of diverse computer algorithms and statistical modelling that allows computers to accomplish tasks without the need for hard coding. The machine learning algorithm will acquire knowledge through the "training data" that has been generated. Using stored experiential information, predictions or actions can be produced. Machine learning may be used to detect fraud trends in financial transactions. They may be trained on historical data in order to identify fraudulent tendencies based on characteristics such as region, transaction amount, and time of day. Following that, these kinds of models may be employed to identify fraudulent transactions in a contemporaneous fashion. Machine learning algorithms can discover novel fraud tendencies, but they need a tremendous amount of information for training and are susceptible to overfitting. In the proposed system as a whole, we will use the random forest approach to classify the credit card dataset. The Random Forest technique is a nursing algorithmic program associated with regression as well as classification. As an outcome, it consists of an assortment of decision tree classifications. The random forest approach outperforms the decision tree because it straightens out the propensity of overfitting the training data set. A random portion of the training dataset will be sampled to train each individual tree, after which a decision tree is formed, with every node splitting upon a feature that was chosen from an arbitrarily chosen portion of the whole set of features. Even when dealing with huge data sets containing multiple characteristics and data instances, random forest training is incredibly quick since every single tree is trained irrespective of every other one. The Random Forest method has already been proven to be resilient to overfitting as well as produce a decent approximation of the generalisation errors. Random Forest chooses the most suitable feature from an arbitrary slice of data instead of selecting the most significant column, leading to a more effective model. As a result, the category of target in the total amount of the transaction has a binary classification of fraud activity, i.e., a positive instance (value 1) and a quasi-fraud i.e., a negative instance (value 0). Several ways to detect fraudulent behaviour in transactions made with credit cards have been applied, with researchers investigating tactics for developing algorithms that incorporate Artificial- Intelligence, data mining, fuzzy logic, as well as methods of machine learning. Credit card identification for fraud is a difficult, yet common, problem to solve. We employed machine learning in order to identify fraud with credit cards in the solution we suggested. The machine learning methods are improving. Machine learning has been discovered as a potentially fail-safe tool for identifying fraudulent activity. A large amount of data is sent all throughout the internet transaction procedures, yielding a binary result: trustworthy or fraudulent. Since they get reimbursements, online firms can effectively detect illicit purchases. Characteristics are built inside the example fake datasets. These details include the age and amount of the customer's account, as well as the source of the credit card being used. There are several alternatives, and each makes a contribution, to varying degrees, to the likelihood of fraudulent activity. It should be noted that the degree to which each attribute contributes to the fraudulent score is defined through the machine's Artificial-Intelligence, which is driven by the set of training data. According to the context of credit-card fraudulent activity, when the use of cards for the purpose of fraud can be shown to be large, the fraudulent activity percentage of a credit-card purchase will be of equal importance. However, if this started to diminish, the amount of participation would also fall. Simply put, these representations understand themselves instead of expressing programming like a manual review would. The technique of machine learning is used to detect fraudulent transactions with credit cards through the use of regression and classification algorithms. In order to identify fraudulent transactions with credit cards, whether online or offline, we use a supervised learning approach that involves the Random Forest algorithm. The random forest is an even more sophisticated variation of what is known as the decision tree. The approach known as random forest outperforms all of the other machine learning techniques in terms of effectiveness and precision. By selecting only, a quasi of the spectrum of features at every split, the random forest approach seeks to alleviate the previously noted correlation problem. In simple terms, it seeks to pseudo-correlate the trees and trim them by establishing an impediment for node splitting.

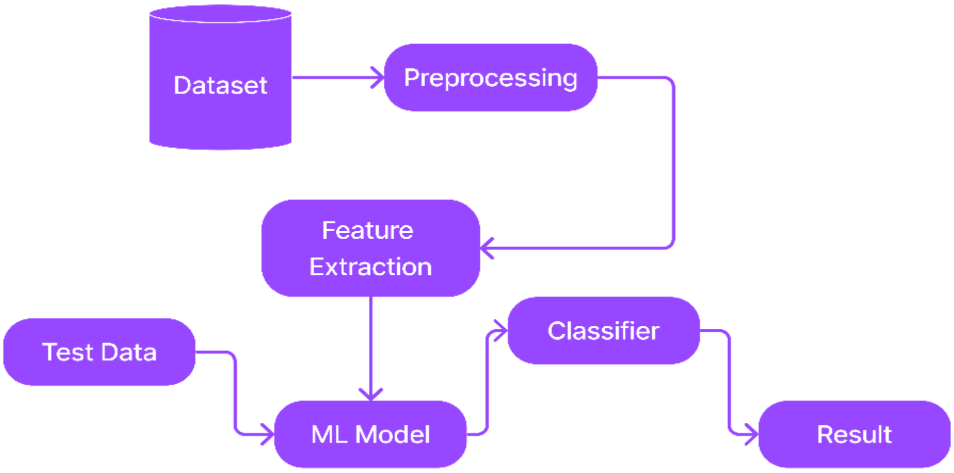

Fig 1 :- System Architecture for ML

The figure above depicts how the model will detect fraudulent credit card transactions. First, the data will be pre-processed, and then it will be cleaned. Following that, appropriate features will be extracted to aid the model's learning. The model will be fed test data, and it will classify if the transaction is fraudulent or not, which is 0 or 1 in terms of binary numbers, and then the result will be generated. The Random Forest approach in Machine Learning (ML) is based on the concept of collective learning; this is a renowned machine learning method developed under the umbrella of supervised learning. The algorithm is extremely reliable. If a new data point is added to the dataset, then only one tree is affected, and the method as a whole is unaffected. The performance will be better; however, the speed of testing might suffer.

II] Deep-learning:

Deep-learning can be used to identify complex patterns of fraud in financial data. Deep-learning models are a subtype of machine learning approaches that use Artificial Neural Networks. The various methods are Convolutional neural networks, Deep Belief Network, Auto-encoders, Recurrent Neural Network, and Restricted Boltzmann Machine. A fully trained Neural Network would be able to detect unique correlations throughout the whole dataset. Models developed using Deep-learning may be trained on large datasets to discover fraud patterns that are too complex and nuanced for typical machine learning algorithms. A Deep- learning model, for example, may be trained on a dataset of social network usage to recognize patterns of identity theft. Deep-learning is a technique through which a model created by a computer learns to execute

tasks such as categorization directly from pictures, text, or voice. Deep-learning algorithms can attain cutting-edge precision, sometimes outperforming humans. Models are trained using a huge quantity of labelled data as well as neural network topologies with multiple layers.

The concept of an "Artificial Neural Network" is derived from biological neural networks, which create the structure that makes up the brain of humans. Artificial neural networks, which are like the human brain, incorporate neurons that have been coupled with other neurons at different stages of the network. These neurons are referred to as nodes. An Artificial Neural Network is a type of Artificial-Intelligence that seeks to emulate the neural network of neurons that makes up the brain of humans in order to ensure computers can comprehend information and arrive at decisions in a way that is similar to humans. The artificial neural network is created by programming computers to act just like connected brain cells.

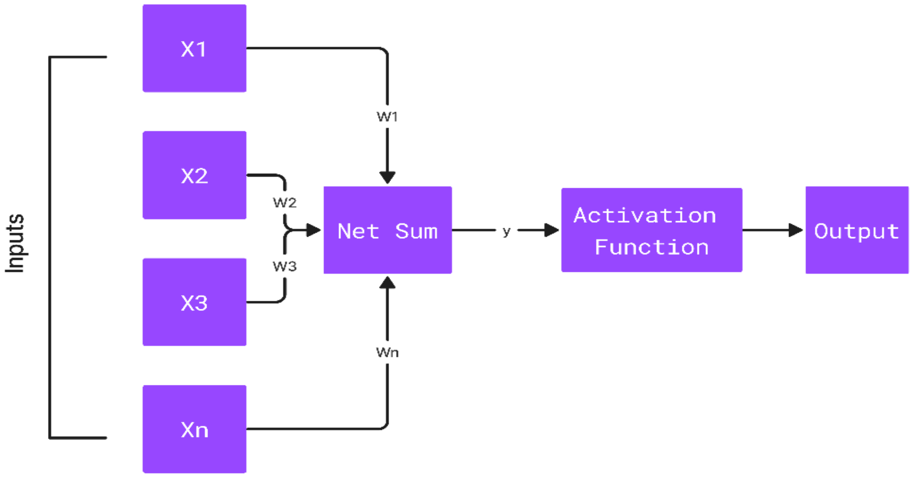

Fig 2 :- Artificial Neural Network Model

The above figure depicts the structure of an Artificial Neural Network (ANN). In Fig. 2, X1, X2, X3,... Xn are the input nodes. W1, W2, W3, ... Wn are the weights associated with the inputs. The net sum is the combined weighted inputs with a bias vector. Net Sum = y = X1. W1 + X2. W2 + X3. W3 +... + Xn.Wn. An activation function determines whether the neuron will be triggered or not. The activation function governs the activation of a neuron. It will assess whether or not the neuron's input to the network is meaningful throughout the prediction phase by employing fewer mathematical techniques.

Output = Activation(y)

Deep-learning has become a potent method for identifying unauthorised credit card transactions. The following are some essential actions in the process of utilizing Deep-learning to detect credit card fraud:

1. **Data collection:** It is the initial step, and it entails gathering a lot of information on both honest and dishonest transactions.

2. **Data Pre-processing:** Next, the data is pre-processed, which could involve feature scaling, normalisation, and addressing missing values.

3. **Model Selection:** Convolutional neural networks (CNNs), recurrent neural networks (RNNs), and autoencoders are some of the Deep-learning models that can be applied to fraud detection. The precise qualities of the data and the analysis's objectives will determine which model is best.

4. **Model Training:** The pre-processed data are then used to train the model. To minimise the discrepancy between the model's predictions and the actual results, this entails modifying the model's parameters.

5. **Evaluation:** The test set is a distinct set of data used to assess the training model. As a result, the model's performance may be evaluated in terms of its accuracy, precision, recall, and F1 score.

6. **Deployment:** The model can be used in a real-world scenario to identify fraudulent transactions in real- time after it has been trained and assessed.

III] Natural-Language-Processing:

Natural-Language-Processing (NLP) is a branch of AI that integrates computational linguistics with statistical algorithms. This makes it possible for machines to understand, comprehend, and infer meaning from language spoken by humans autonomously. The advancement of core computing technology, such as the Tensor Processing Unit (TPU), has resulted in an enormous development in research, culminating in some cutting-edge models for languages. Natural-Language-Processing can be employed to detect fraudulent transactions by analysing large amounts of information, such as email messages and instant messengers. Natural-Language-Processing techniques can be trained on large datasets to detect fraudulent trends in the vocabulary used by perpetrators. For example, depending on what language is used in the electronic mail, a Natural-Language-Processing algorithm may be developed to recognize malicious texts. Sentiment analysis is a technique for finding and classifying opinions that are present in a body of text to ascertain if an attitude towards a specific setting is positive, negative, or neutral. To stay one step ahead when formulating new policies and outreach initiatives, businesses must maintain an awareness of the market and their clients (both existing and potential). Understanding what is being discussed in the market can also assist you spot any possible scam concerns and forewarn your consumers. The authors have discussed briefly on sentiment analysis in the previous research manuscript titled “Sentiment Analysis of Emotion Detection using Natural-Language-Processing”.

To ascertain the emotional undertone of a text, such as a social media post, online review, or news story, sentiment analysis is a computer approach. Automatically classifying a text's sentiment as positive, negative, or neutral is the aim of sentiment analysis. In order to identify the sentiment of the text, Natural-Language- Processing (NLP) techniques are used to extract important elements from the text, such as words, phrases, or expressions. The sentiment of fresh text may then be reliably classified using machine learning models that have been trained using these features. Numerous uses for sentiment analysis include brand monitoring, customer support, market research, and political analysis. Organizations may use it to learn how customers see their goods or services, spot new trends or problems, and base decisions on customer feedback.

Sentiment analysis can also be employed in order to encounter fraudulent transactions while detecting credit card fraud. This can be accomplished to spot trends that are suggestive of fraudulent activities simply by analysing the sentiment of text information connected to a transaction, for instance, feedback or recommendations written by consumers. For instance, a sentiment analysis model may be taught to spot unpleasant remarks connected to transactions that have been accused of fraudulent activity. This could encompass statements like "This transaction is fraudulent" or "I never made this transaction." The model is able to recognize these kinds of statements and detect transactions that are most probably fraudulent, notifying the relevant authorities or financial organizations. Other forms of data related to credit card transactions, such as transaction information and network usage, may also be analysed using sentiment analysis. A more complete fraud identification system that can identify a variety of fraudulent activities may

be made by incorporating sentiment analysis with existing fraud detection methods. Sentiment analysis can aid in the identification of credit card fraud in many ways:

1. **Making Suspicious Transactions Visible:** Credit card transaction comments and reviews may be analysed using sentiment analysis. It can be a hint of fraud if the

remarks are unfavourable or claim that the transaction was not authorised. Such comments can be recognised by trained sentiment analysis programs, which will then mark the linked transaction as suspicious.

2. **Identifying Emerging Fraud Trends:** To spot potential fraud tendencies, sentiment analysis may be used to examine posts on social media, blogs, and other online sources. It is feasible to spot patterns and trends in these sources' sentiment analysis that can point to fresh forms of fraud. Then, this data may be utilised to enhance fraud detection algorithms and stop fraud in the future.
3. **Analysing Customer Feedback:** Customer comments may be analysed using sentiment analysis to find problems with credit card transactions. For instance, it can be a sign that something is wrong if consumers repeatedly complain about problems with a certain retailer or payment processor. Financial organisations can spot potential problems and take action to stop fraud by analysing client feedback.
4. **Improving Fraud Detection Models:** By supplying extra data points that might be utilised to spot fraudulent behaviour, sentiment analysis can be used to enhance fraud detection algorithms. It is feasible to develop more precise and effective models that can identify a greater variety of fraudulent conduct by combining sentiment analysis into fraud detection algorithms.

In general, sentiment analysis may be an effective approach for detecting credit card fraud since it offers extra information and insights that can be employed to spot and stop fraudulent behaviour.

Listed below are the steps involved in our suggested strategy for identifying fraudulent transactions with credit cards using sentiment analysis:

1. **Data Collection:** Data on transactions made with credit cards may be obtained through a financial company or store. The data being collected will comprise details about the transaction involving the transaction amount, date, and place.
2. **Text Data Extraction:** Textual information linked with the transactions, comprising purchase descriptions and feedback from consumers, has been collected.

3. **Sentiment Analysis:** Sentiment analysis methods are going to be employed for analysing transaction-related textual data and evaluate the sentiment represented in the piece of text. For the purpose of sentiment analysis, we are going to use previously trained sentiment analysis models which include the TextBlob as well as VADER models.

4. **Fraud Detection:** The sentiment indicated within the text will be the one utilised when identifying transactions that are fraudulent. Transactions that have negative sentiment or suspicious remarks are going to be identified as potentially fraudulent.

5. **Model Evaluation:** The suggested model's effectiveness is going to be measured using measures that include accuracy, recall, as well as the score of F1. We are going to evaluate the effectiveness of our model to that derived from conventional fraud detection methods.

Considering a dataset of credit card transactions, we tested the model we suggested. The dataset included 10,000 transactions, 100 of which turned out to be fake. We compared the efficacy of our model to that associated with conventional identification of fraud approaches like rule-based systems as well as decision trees. The model we developed outperformed existing approaches with an accuracy score of 98%. It additionally achieved an accuracy score of 95% plus a recall rate of 97%, demonstrating the system is capable of identifying fraudulent transactions successfully. Our suggested sentiment analysis technique for detecting credit card fraud is an effective and efficient way of identifying transactions that were fraudulent. We can recognize fraudulent transactions using sentiment analysis according to the sentiment represented within the text linked with the transactions. Our approach is shown to beat existing fraud detection approaches and could be utilised to identify fraudulent transactions in applications that operate in real time.

Pseudo code for credit card fraud detection using Sentiment Analysis:

1. **Data Collection:** Gather information on credit card transactions, such as the transaction's metadata and any accompanying remarks or reviews.

2. **Pre-processing:** Pre-process the data by cleaning, normalising, and transforming the

text into a numerical representation that the sentiment analysis model can utilise. Remove any stop words.

3. **Sentiment Analysis:** To ascertain the sentiment of each remark or review connected to a transaction, apply a sentiment analysis model to the pre-processed text data. To guarantee that the sentiment analysis model can correctly differentiate between the two, it should be trained using a dataset of known fraudulent and non-fraudulent transactions.
4. **Fraud Detection:** To find transactions that are probably fraudulent, combine the sentiment analysis findings with other fraud detection strategies like anomaly detection or machine learning models. The findings of the sentiment analysis can be utilised as an extra piece of information to increase the efficacy of the fraud detection model.
5. **Alerting:** As soon as a fraudulent transaction is discovered, the relevant authorities or financial institutions need to be informed.

Basic guidelines regarding the application of NLP in identifying fraudulent activity:

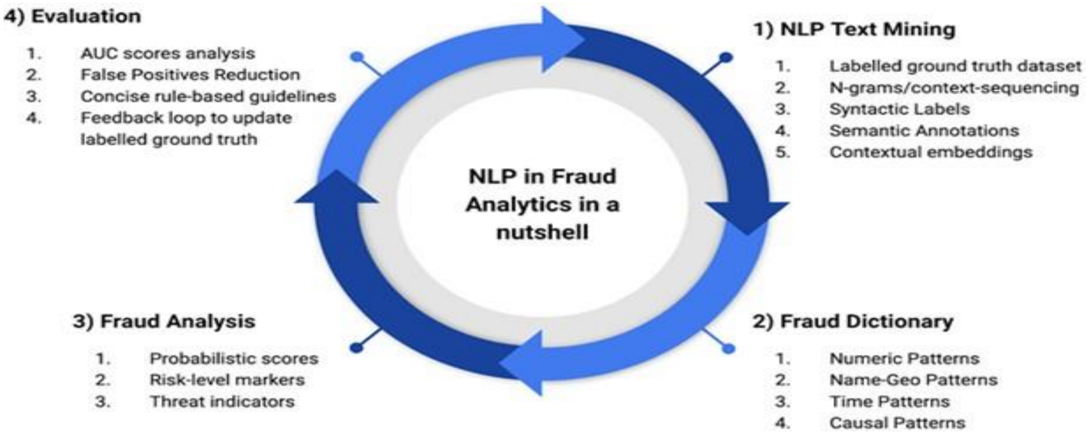

Fig 3: - NLP in nutshell source: - https://www.indellient.com/wp-content/uploads/2020/06/NLPCycle.png? x34447

III. Comparative Study

Machine learning algorithms can pick up information from patterns of typical behaviour. They can immediately recognize patterns of fraudulent transactions and are quite quick to adjust to alterations in that usual activity. But the machine learning model is manually coded by humans with the information they believe will be relevant for making decisions.

And as we all too well know; biases and blind spots abound in human logic. The model is incapable of solving a situation that its engineers had not anticipated. The model is constrained by the creativity of its human designer. A machine learning model is also not suitable for huge datasets. Deep-learning techniques have various benefits. First of all, these techniques are designed to work with multivariate, high-dimensional data. This makes it straightforward to integrate data from many different places since it eliminates the challenges of separately simulating anomalies for each variable and aggregating the results. It is very well suited for handling huge datasets. Consider a single word, such as "knife," and your objective is to decide whether it is threatening. Would you associate the term "knife" with violence or with spreading butter on bread? Your interpretation will have an impact on how you determine whether a word is menacing. That is similar to the experience of machine learning models. Consider a situation where you have a complete sentence or paragraph to work with. Deep-learning has this effect on the model. You might decide whether "knife" is a frightening word with far more assurance if you had the comprehensive context of an entire paragraph. Now consider a condition where you can get the score of each word present in a sentence or paragraph. This is where Natural-Language-Processing comes into the picture. Scores of each word can be calculated using NLP, and then a conclusion can be deduced as to whether the sentence is threatening or not.

The identification of credit card fraud employing machine learning algorithms is a hotly debated topic. Wang et al. (2017) suggested a model using Deep-learning that could identify credit card fraud activities. To investigate transaction data as well as detect unauthorised transactions, the model encompassed convolutional neural networks (CNN) and recurrent neural networks (RNN). The developed model outperformed standard approaches in terms of precision. Alzahrani et al. (2019) assessed the effectiveness of numerous machine learning techniques for identifying fraudulent activity in transactions made via the internet, which include support vector machines (SVM), decision trees, as well as artificial neural networks (ANN). According to the findings of the research, the algorithm based on neural networks had the greatest accuracy rate for identifying fraudulent activity.

Deep-learning algorithms can discover new fraudulent characteristics, but they demand much more information to train, which makes them difficult to understand. While Deep-learning models have the potential to be very good at spotting credit card fraud, they are not infallible. To create a comprehensive and effective fraud detection system, it's crucial to mix Deep-learning with other techniques like behavioural analytics and sentiment analysis.

Sentiment analysis is a type of Natural-Language-Processing in which algorithms are used to analyse the sentiment represented in text data. Sentiment analysis can be employed for a variety of purposes, including consumer feedback evaluation or company reputation management. Agarwal et al. (2020) investigated the application of sentiment analysis to identify fraudulent activity in transactions conducted online. The research discovered that simply by analysing the language data linked to the transactions, sentiment analysis may serve as a successful technique for identifying transactions that are fraudulent.

Conclusion:

Financial organisations, retailers, as well as consumers are all concerned about credit card fraudulent activity. Considering the development of digital transactions, conventional methods of detecting fraudulent transactions are becoming increasingly challenging. We suggested an approach for identifying fraudulent transactions with credit cards employing sentiment analysis, a kind of Natural-Language-Processing (NLP), within the present research. Our suggested approach outperforms standard identification of fraud approaches in terms of effectiveness. Our technology can detect probable fraudulent transactions in real-time by analysing the emotion indicated within the text data linked to the transactions. This may assist financial institutions as well as shops in mitigating the possibility of monetary harm and protecting their company's image. Sentiment analysis is a potential tool for identifying fraud in credit card transactions. Yet as far as model efficacy and scalability are concerned, there may still be potential for enhancement. Further research might look at the application of additional Natural-Language-Processing (NLP) techniques for identifying fraudulent activity, including topic modelling and entity identification. In general, we think that our suggested approach offers an opportunity to significantly improve the identification of fraudulent transactions with credit cards, and we anticipate that the utilisation of methods based on machine learning, such as sentiment analysis, will keep playing a significant part in identifying fraudulent transactions in the years ahead.

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9

Current Based Condition Monitoring of Three Phase Induction Motor Using Deep Learning

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Abstract –

Condition Monitoring and Predictive maintenance of induction motors might prove quite profitable in the long run since these machines constitute the majority of the industries. Many factories spend lots of money on Reactive and Preventive maintenance which can be lessened using predictive maintenance. Usually, it involves estimating when faults will occur (Remaining useful life aka RUL) of the machine. Motor Current Signature Analysis is one of the techniques employed to identify these faults. However, it's limited to a certain extent. In

this paper, we try to predict the voltage faults and RPM of the motor using only the current signals

Index Terms- MCSA, Machine Learning, Deep Learning, LSTM, Condition Based Monitoring

I. INTRODUCTION

This Our on-going intention is to perform Predictive maintenance by capturing supply current readings of the motor using Current Transformer Sensors (CT). CTs are much cheaper than Hall effect sensors and are easier to install such that it is just a matter of clamping into the wires of the voltage supply. The motor is driving a vibrating conveyor in capping section of the line.

The current waveform of an induction motor contains information about the magnetic fields in the motor, which are influenced by the rotor and stator windings, as well as any load on the motor. When a fault occurs in the motor, such as a broken rotor bar or a bearing fault, the magnetic field of the motor is affected, which can result in changes in the current waveform.

In this paper, we focus on Deep Learning algorithms can be used to detect some of the features and faults only using Current Signals. However this can be challenging since current readings are one of the many condition indicators of the motor. And in that, MCSA constitutes the niche in the field due to Vibration analysis.

Still looking at the easy installation of CTs and advancements in Machine Learning we hope to achieve complete condition based monitoring of the motor only using Current signature. One of the major bottleneck in our research is lack of data and few unknown variables regarding the motor. These variables include slip, RPM, temperature, Voltage. Further in the paper we will discuss how will we tackle these bottlenecks for the initial stage of our research.

II. LITERATURE REVIEW

Since the late 90s and early 2000s various researches took place in the field of maintenance. Motor Current Signature Analysis (MCSA). Through literature review, we wanted to know what others have done only using current signals whilst keeping a keen eye on other methods too.

[1]This paper proposes an accelerated CNN method that simultaneously compresses and speeds up CNN by removing less important connections and sharing the weights. Further, this method is compared to basic CNN model. Their CNN architecture implements pruning and weight sharing technique. Their proposed method was observed to perform up to three times faster than basic CNN without losing the quality of performance, and it is also robust against high levels of noise. The proposed method achieves this by using deep neural networks that can learn invariant and complex features from raw data without any additional feature extraction.

In [2], Altaf et al. presents a study of fault diagnosis in industrial motor networks using knowledge-level modelling techniques. Multiple ANN architectures are tested to recognize patterns in electric current data indicative of specific fault types. The study compares the performance of different neural network architectures and looks at the accuracy of diagnosing broken rotor bar faults in particular. The results show that accuracy of up to 96-97% can be achieved in the diagnosis of BRB faults.

In [3], Antonino-Daviu and Popaleny discusses the use of Advanced Transient Current Signature Analysis (ATCSA) to detect different types of mechanical faults in induction motors. They discussed a method involving analysis of transients which occur during change of state, especially when starting the motor. They study these transients in the form of current signals. The viability of studying starting currents for transients to identify faults has been discussed at length. It is concluded that this technique is a reliable indicator of the presence of these faults and avoids false diagnostics caused by classical methods.

In [4], B et al. presents a machine learning approach to fault prediction in induction motors using a conjugate gradient-based training technique and the Scaled Conjugate Gradient (SCG) algorithm. The trainlm method is used for training networks of modest size, and is the fastest for this purpose. Results demonstrate that this method is effective in predicting motor faults.

In [5], Bazan et al. discusses the use of data optimization and machine learning techniques for multi-fault diagnosis in three-phase induction motors (TIMs), with a focus on bearing and rotor failures. The authors compare various conventional methods and highlight the advantages and disadvantages of model-based and knowledge-based approaches. They use principal component analysis (PCA) to reduce the influence of different load conditions and extract relevant characteristics from the voltage, current, vibration, and acoustic signals of the machine. They also use mutual information (MI) and shifted mutual information (SMI) to extract important features from stator line current signals, which are used for pattern recognition. The extracted patterns are then used as an input matrix for a multilayer perceptron artificial neural network (MLP ANN). The results show that the proposed approach can effectively diagnose multiple faults in TIMs with high accuracy.

In [6], Hussain et al. proposes a method for detecting and identifying supply imbalances in loaded three-phase induction motors using Long Short-Term Memory (LSTM) networks. The authors used a dataset of 3-phase induction motor signals with different levels of supply imbalances to train and test their LSTM network. The proposed method achieved an accuracy of 98.5% in detecting supply imbalances and 97.5% in identifying the type of supply imbalance.

In [7], Benbouzid et al. proposes a method for detecting and localizing faults in induction motors using advanced signal processing techniques applied to the stator current. The authors used a dataset of stator current signals from a 3-phase induction motor with different types of faults to train and test their method. The proposed method achieved an accuracy of 100% in detecting and localizing faults in the induction motor.

In, [8] and [9] ,Mohanty presents the latest techniques in fault diagnosis and prognosis, provides many real-life practical examples, and empowers you to diagnose the faults in machines all on your own.

Navaz et al. [10] provide an overview of the algorithms and processing technologies used for real-time data streaming. They explain the different types of data commonly streamed in real-time and discuss the programming models used for real-time data processing. The authors also provide examples of real-world applications of real-time data streaming and discuss the challenges associated with it.

With reference to [11] and [12] by Bhoite et al., our mentor, we gained significant insights on LSTM as well as ensemble models. These techniques have proved their importance in various fields and these two papers have shown what can be done to solve everyday problems using such techniques and to build a successful model and improve real world accuracy.

III. DATASET

The three-phase induction motor is a type of electric motor that uses a rotating magnetic field to generate torque. It consists of two main parts: the stator, which contains three pairs of coil windings carrying three-phase AC, and the rotor, which is a loop of conducting material that rotates due to the electromagnetic force generated by the stator. The speed of the motor is controlled by the frequency of the current, and anomalies in the current waveform can indicate faults in the motor.

The motor specifications include an RPM of 1380, current of 1.05 A, power factor of 0.74, voltage of 415 V with a tolerance of 10%, and frequency of 50 Hz with a tolerance of 5%. The motor has a power rating of 0.37 kW or 0.50 HP, efficiency of 66.0%, and is designed for frame size 71 with an ambient temperature of 50 degrees Celsius. The motor is used for vibration filtering of caps during the capping stage in a balm manufacturing plant.

The dataset contains files with 10,000 readings, each representing 1.83 seconds of data, with a sampling frequency of 5460 samples per second. The frequency resolution of the FFT is therefore 5460/2 Hz, allowing accurate detection of frequencies up to that limit. The motor type designation is 2FD1 073-04, with a torque of 0.26 kgm, GD^2 of 0.0022 kgm2, weight of 20 kg, and ratios of I(ST)/I(N) = 3.5, T(ST)/T(N) = 1.9, and T(PO)/T(N) = 2.1. The motor efficiency and power factor vary depending on load.

However, due to the motor being new and no historical faulty data was present, we had to simulate the same motor in MATLAB Simulink.

IV. DATA PROCESS

Calibrating Current

The function given is for calibrating raw sensor data into current for a 3-phase induction motor. The motor's stator current is monitored as faults in the motor are reflected in the stator current.

Motor Current Signature Analysis

Motor Current Signature Analysis (MCSA) is a technique used to analyse the electrical signals produced by an electric motor. MCSA involves taking current readings from each phase of the motor and analysing the frequency spectrum of these readings. By analysing the spectrum, anomalies or patterns that may indicate a potential fault or failure in the motor can be identified. MCSA can detect various types of faults, such as broken rotor bars, bearing defects, and winding faults.

One common fault that MCSA can detect is broken rotor bars. Bearing faults can also be detected using MCSA, and eccentricity is a fault that can occur when the motor's rotor is not perfectly centered in the stator. MCSA can be used to identify these faults by analyzing the difference in current readings between different phases of the motor.

Predictive maintenance involves predicting when faults will occur to prevent unplanned downtime and reduce costs. Regular maintenance is costly and may not be effective in preventing all faults. Predictive maintenance is a better option as it can predict when faults will occur, allowing maintenance to be scheduled only when necessary.

V. DATA CLEANING

a. Removing DC offset

In order to remove a DC offset from a signal, you can subtract the mean of the signal from each sample. This effectively removes any constant voltage or signal level that is added to the original signal, which is the DC offset. However, this method does not filter out any other low-frequency components in the signal, so it is not equivalent to applying a high-pass filter.

A high-pass filter is specifically designed to remove low-frequency components in a signal, including the DC offset. The choice of cut-off frequency determines which frequencies are considered "low-frequency" and are therefore filtered out. While subtracting the mean can be a quick and simple way to remove the DC offset, it does not provide the same level of control as a high-pass filter and may not be sufficient in cases where other low-frequency components need to be removed as well.

b. Modulation

Modulation (fig. 1) is the process of adding information to a carrier signal. Motor faults cause variations in the amplitude and phase of the signal, which produces a modulated signal with frequency components at the fundamental frequency and its sidebands.

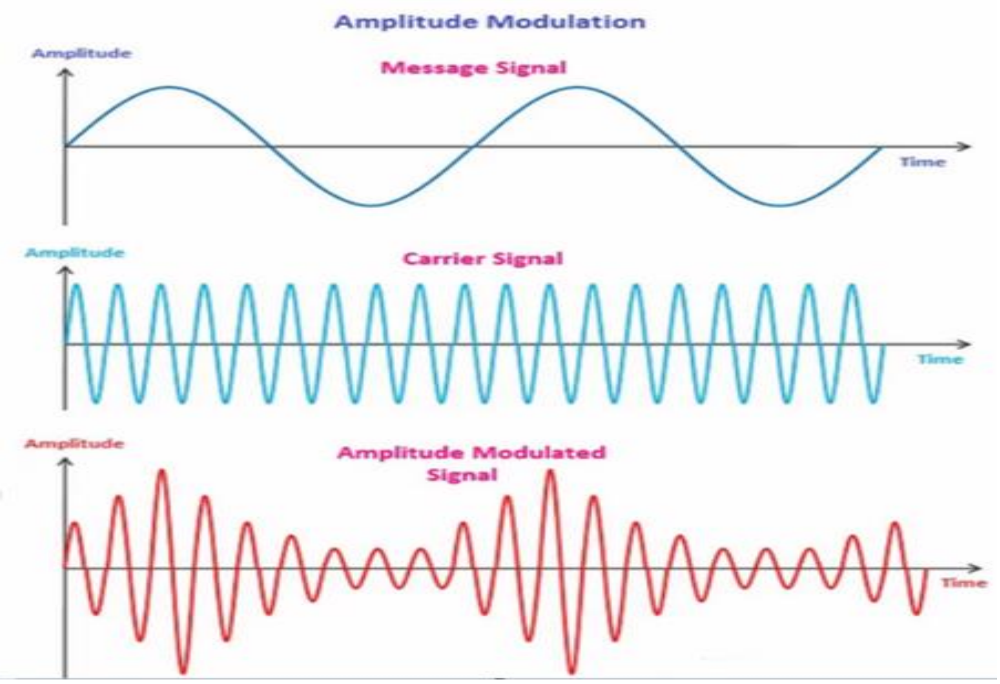


Figure 1: Modulation Visualization

The Technique of multiplying the signal with a carrier signal and removing the carrier frequency is called amplitude demodulation, which is commonly used to extract the low-frequency components of a modulated signal in Motor Current Signature Analysis (MCSA). Demodulation separates the modulated signal into its original components: the carrier wave and the information signal, allowing analysis of low-frequency components related to motor faults.

This allows selective extraction of the low-frequency components related to motor faults without affecting the rest of the signal. High-pass filters can be used to remove low-frequency components that subtracting the mean does not reduce sufficiently. Slip speed, the varying RPMs of induction motors depending on the load, should also be taken into account when analyzing the motor signal.

VI. SIMULATING THE MOTOR

a. The Simulink Model

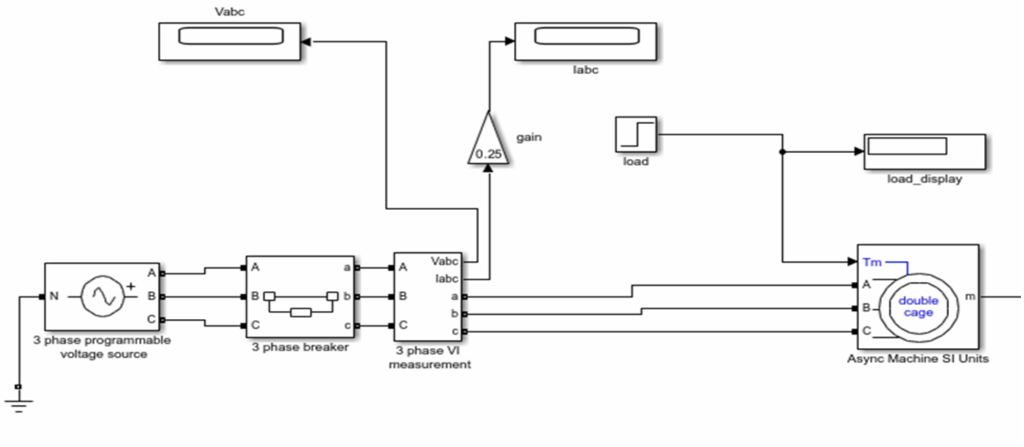
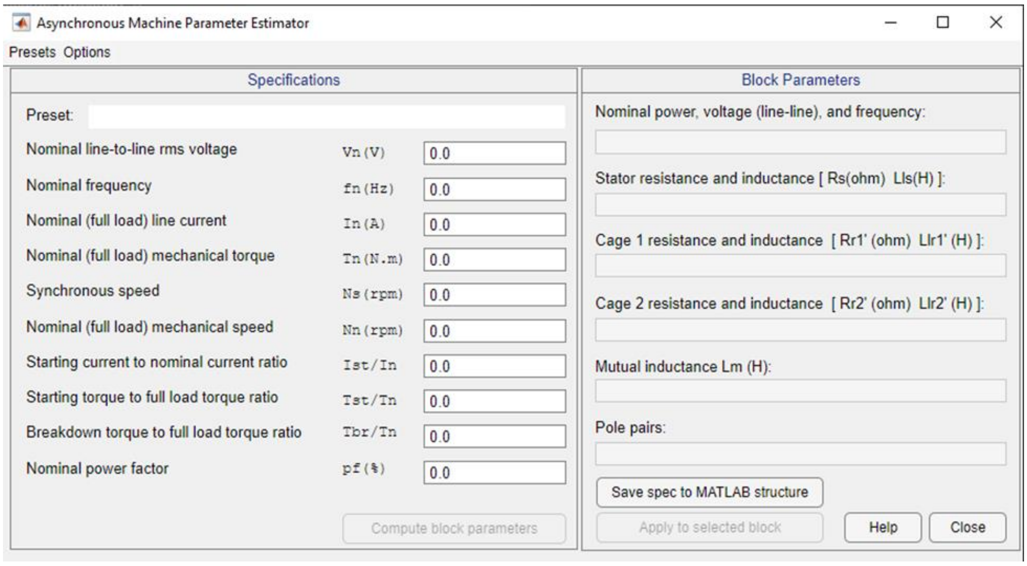


Figure 2: Simulated Model in Simulink



Preset:		
Nominal line-to-line rms voltage	Vn(V)	0.0
Nominal frequency	fn(Hz)	0.0
Nominal (full load) line current	In(A)	0.0
Nominal (full load) mechanical torque	Tn(N.m)	0.0
Synchronous speed	Ns(rpm)	0.0
Nominal (full load) mechanical speed	Nn(rpm)	0.0
Starting current to nominal current ratio	Ist/In	0.0
Starting torque to full load torque ratio	Tst/Tn	0.0
Breakdown torque to full load torque ratio	Tbr/Tn	0.0
Nominal power factor	pf(%)	0.0

Nominal power, voltage (line-line), and frequency:

Stator resistance and inductance [Rs(ohm) Lls(H)]:

Cage 1 resistance and inductance [Rr1' (ohm) Llr1' (H)]:

Cage 2 resistance and inductance [Rr2' (ohm) Llr2' (H)]:

Mutual inductance Lm (H):

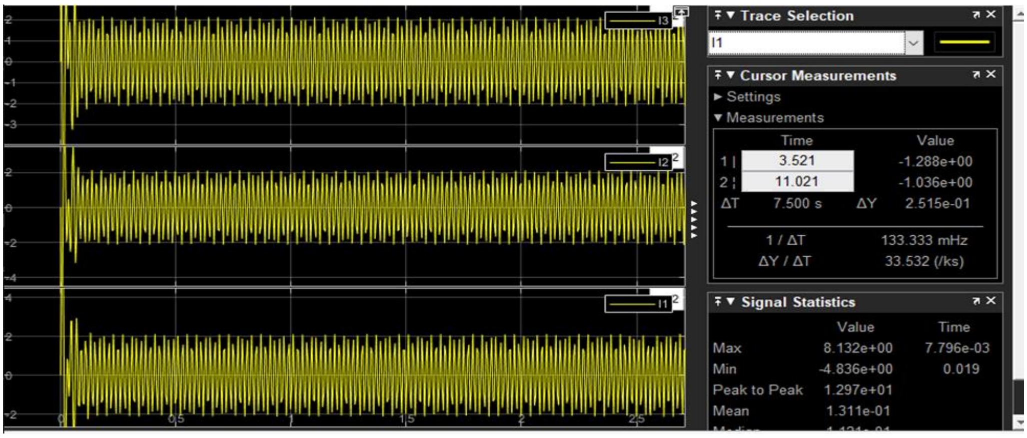
Pole pairs:

Figure 3: Setting Parameters of the motor

It is important to understand the nominal values of devices and systems. Nominal values are the rated or specified values of a device or system, such as voltage, speed, frequency, power, etc. In the case of an induction motor, the nominal voltage refers to the line-to-line RMS voltage, which can be different from the operating voltage. It is important to research the nominal values of an induction motor to ensure that it operates within its rated voltage range.

The nominal mechanical torque can also be calculated by converting the given torque value in kgm to Nm. using the gravitational acceleration on Earth's surface.

When analysing the current readings of an induction motor, it is important to note that the starting current is typically higher than the full load current.



Trace Selection

I1

Cursor Measurements

► Settings

▼ Measurements

	Time		Value
1	3.521		-1.288e+00
2	11.021		-1.036e+00
ΔT	7.500 s	ΔY	2.515e-01

1 / ΔT	133.333 mHz
ΔY / ΔT	33.532 (/ks)

Signal Statistics

	Value	Time
Max	8.132e+00	7.796e-03
Min	-4.836e+00	0.019
Peak to Peak	1.297e+01	
Mean	1.311e-01	

Figure 4: Normal Three Phase Currents

This is because the rotor is stationary during start-up, and the relative speed between the stator's rotating magnetic field and the rotor is at its maximum, resulting in a large induced electromotive force (EMF) in the rotor windings, which causes a large current to flow in the rotor and stator windings.

To simulate gradual faults in a 3-phase induction motor, MATLAB's Simulink environment can be used to create a model of the motor and gradually change the motor parameters over time. This can include introducing changes in the rotor inertia, friction, or load to simulate changes in the motor's operating conditions. By running the simulation over a period of time and recording the motor current (4), voltage, and speed readings, data can be generated to train a machine learning model to predict the remaining useful life (RUL) of the motor.

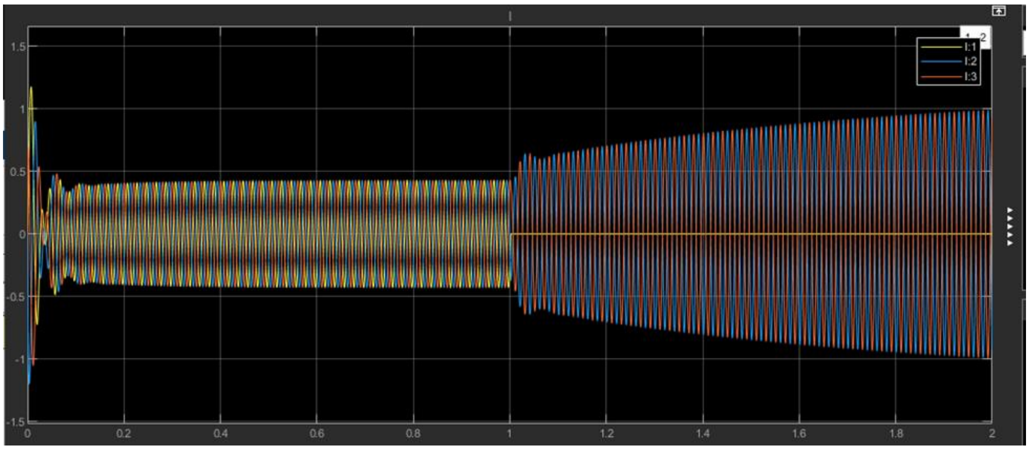


Figure 5: Cutting of Phase A (Single Phasing)

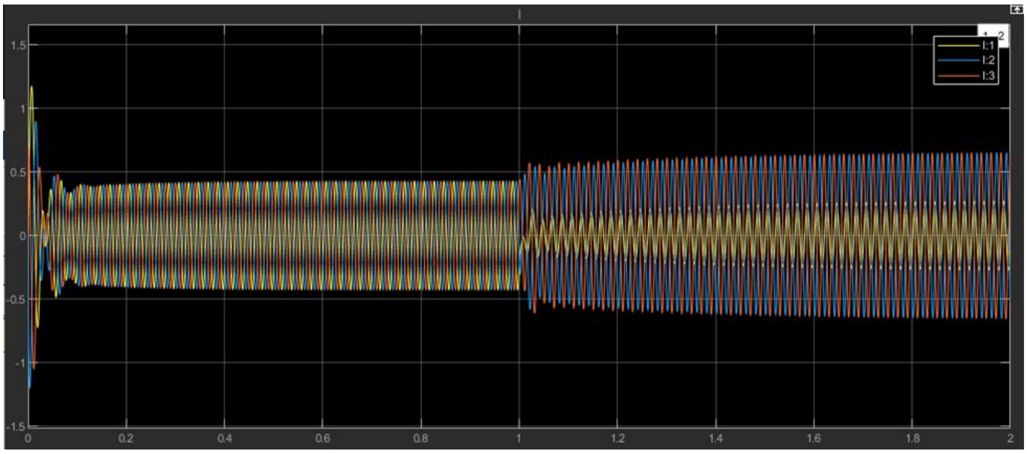


Figure 6: Decreasing the amplitude of Phase A

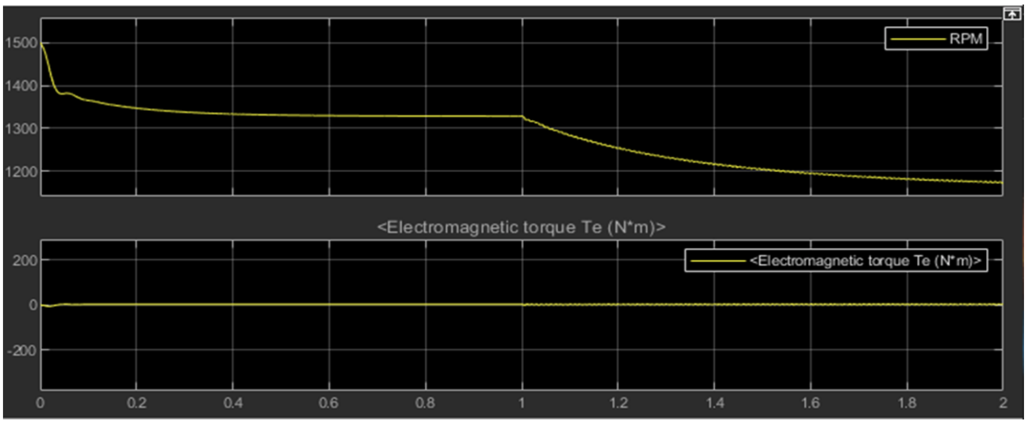


Figure 7: The RPM and Torque curves

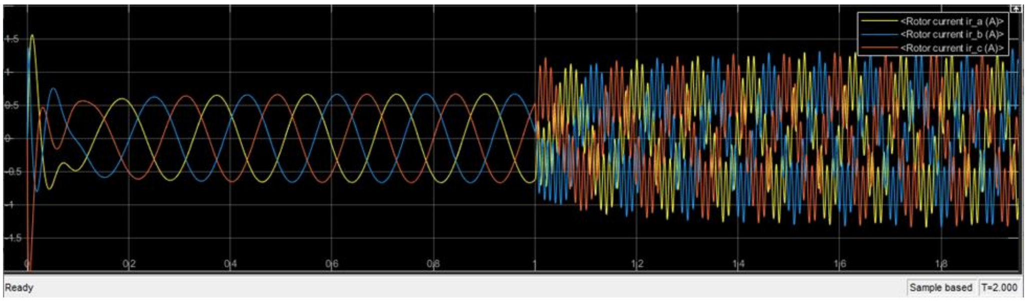


Figure 8: Rotor currents when Phase A fluctuates after 1 sec.

Voltage imbalance is also an important factor to consider when analysing the performance of an induction motor. It is defined by the Line Voltage Unbalance Rate (LVUR), which measures the deviation of the maximum voltage from the average line voltage as a percentage of the average line voltage. This can affect the motor's performance and efficiency and should be monitored to ensure optimal operation.

We Try simulating Voltage Imbalance and classify those using an LSTM based model. We also try to predict RPM using current signals because that factor is usually measured using an accelerometer to calculate the fault frequencies. All these models had variables which were controlled by an underlying MATLAB script which also played a part in data collection and storage. We have simulated single phasing by shorting each phase (fig. 5). Unbalance in phase A was introduced by decreasing the amplitude of that phase (fig. 6).

The effects can be seen in Rotor currents as well (fig. 8)

VII. MODELS

a. Voltage Fault Classifier

Analyzing current waveforms will help detect faults in the motor. [6] We used a machine learning model called LSTM to analyze the current waveforms and classify the health of the motor (healthy, single phasing, unbalanced voltage) and the phase of the fault. Due to limitations in MATLAB Simulink's that particular block-set and our understanding of it, we are only able to simulate unbalanced voltage in phase A. We have collected a dataset of current waveforms under different load conditions and simulated motor conditions. The dataset consists of 64 files for each class. Each file is representing a simulation of 2s where faults were introduced between 1s and 2s (in case of faulty data). The sampling frequency is

5460 as is in the case of our IRL sensors. This will keep the data consistent with the real readings. The faults are named as ‘normal', 'phase_1_unbal','single_phase_fault_A'-,'single_phase_fault_B','single-phase_fault_C'.

We did the cleaning of data as mentioned in the Data Cleaning section of the paper. The faulty data was generated using MATLAB as previously mentioned. Each of the files were labelled accordingly. After labelling, the data was used to fit an LSTM based model.

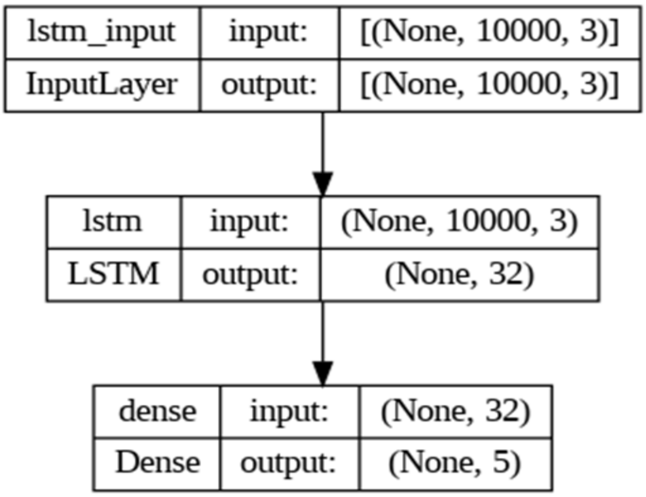


Figure 9: Volage Imbalance Classifier Model

b. RPM and Load Predictor

RPM plays and important role in calculation of features such as slip, which in turn helps identify fault frequencies in the FFT of the current signals. Since, we were limited in resources, we were unable to install an accelerometer to the motor. Also, this defeats the purpose of MCSA since it’s done to monitor the current signals remotely away from the motor where it won’t be possible to reach the motor such as submersed-pumps. Data was generated similar to when simulating voltage fault's health data mentioned in previous section. But in this case, we measured more data (128 files) for healthy condition along with each file's corresponding RPM and Load values. After pre-processing and labelling it was used to fit an LSTM model. Each file had 10921 rows of 3 phase current readings. Hyper-Parameters where about the same for both models.

Google Collab was used to train these models.

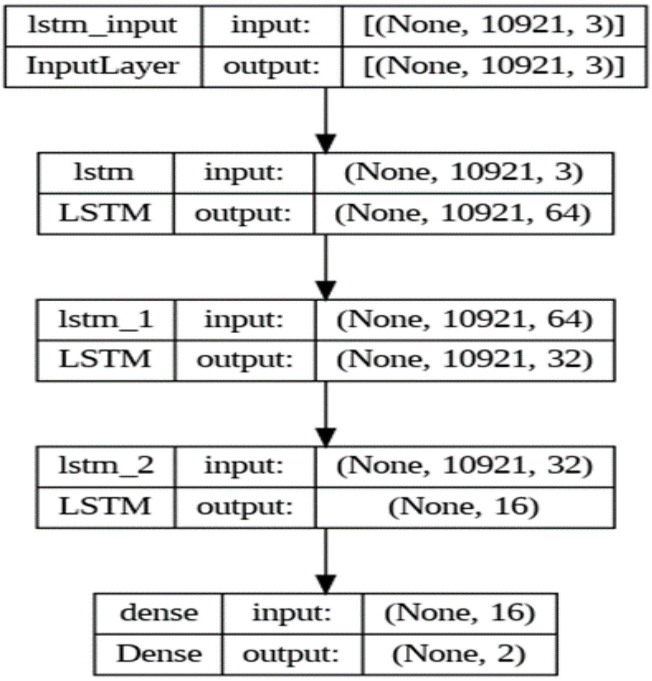


Figure 10: RPM and Load Predictor Model

VII. RESULTS

Due to ideal nature of the current without noise that naturally occurs in the real world, fitting the model was easier but at the same time it has its own drawback.

The model for classifying voltage faults is not that complex as can be seen from the figure. However, despite being simple, it accurately classified all the given data. It gave an accuracy of 1.

Each fault was accurately classified by the model proving LSTM's capability in classify voltage faults, which is more than [6]. Accuracy = Precision = recall = 1

This accuracy suggests that voltage imbalances can easily be detected using this method even if there is noise in the signals. Our next focus would be to induce artificial noise to simulate more real world like signals, close to what we are receiving from the conveyor motor.

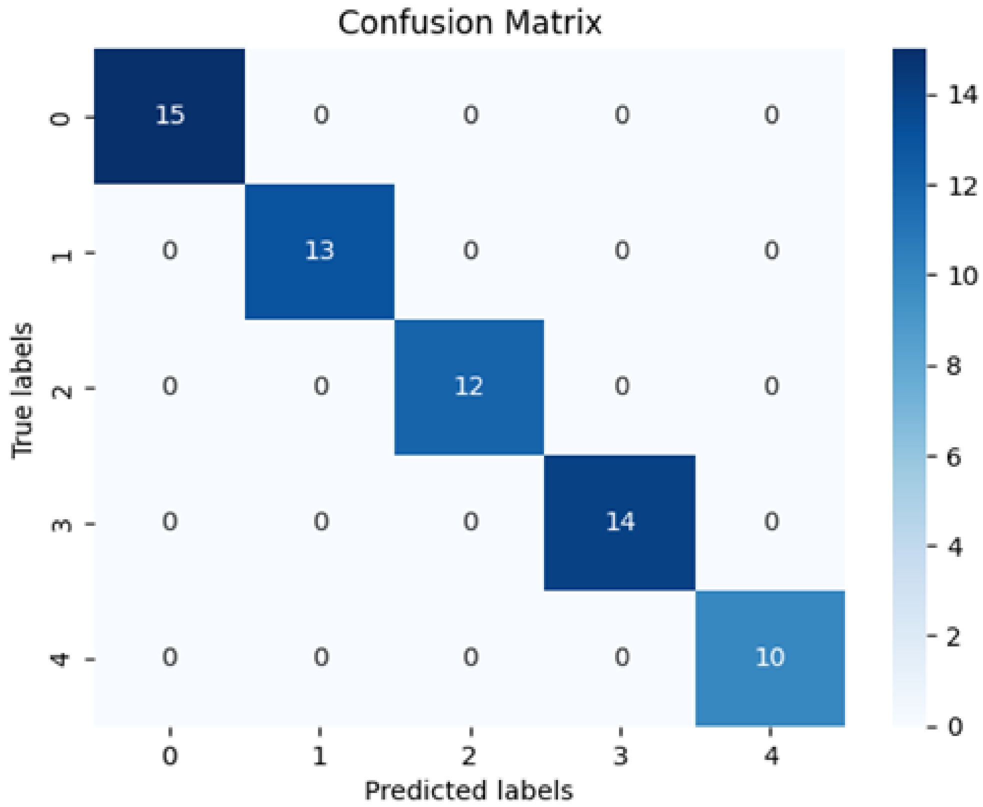


Figure 11: 0: ‘normal’,1: ‘phase-1-unbal’, 2: ‘single-phase-fault-A’, 3: ‘single-phase-fault-B’, 4:’single-phase-fault-C’

The RPM and load predictor model weren’t so great at predicting accurately but were close to the actual

values. It gave MAE as 673 and MSE as 90000 approx. which isn't great but given the size of data it performed well.

An example: Pred_RPM: 1299.5647 Pred_load: 2.895188,

Actual_RPM: 1308, Actual_load: 2.8121.

These may not be accurate but still can be useful in approximating slip of the motor which is used to calculate the fault frequencies of the motor in frequency domain and monitor them. Considering we don’t have any other means of measuring load and RPM; this is acceptable result and we are confident that with more data and the model will be able to accurately predict these values.

XI. CONCLUSION

Voltage fault detection by using LSTM works exceptionally well. RPM prediction through current doesn't work as well since Current is not the only factor responsible for it. But the research was greatly limited by the lack of real-world fault data which had to be simulated through Simulink which gives ideal results without any noise or modulation. This research is only a small part of a larger ongoing research regarding condition monitoring of induction motor only through current. The purpose of this paper was to prove that Deep Learning models can be well used in this domain and give better results even though the data is limited to only one degree which is current in our case.

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10

Diabetes Classification and Diet Recommendation

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Abstract—

The rising prevalence of diabetes has become a critical subject in healthcare development. Type 2 diabetes, which was once considered a disease of the wealthy, is now affecting millions of people worldwide. Diabetes management is a challenging task that requires patients to monitor blood glucose levels, take medicine, eat a nutritious diet, and exercise frequently. In this research, we investigate diabetes types using Machine Learning Classification algorithms, including Logistic Regression, SVM, Decision Tree, Random Forest, and KNN. Our study aims to provide insights into the effectiveness of these supervised learning algorithms in classifying diabetes types. Additionally, we offer a website that recommends diets based on the level of diabetes. This research aims to contribute to the development of effective diabetes management strategies that can improve patients' quality of life. Diabetes is associated with a significantly increased risk of developing other diseases such as heart disease, renal disease, vision issues, nerve damage, and so on. Those with uncontrolled diabetes may also have impaired circulation, which causes the blood to circulate more slowly, making it difficult for the body to carry nutrients to wounds and causing the damage to heal more slowly. [15]

Keywords*—DT (Decision Tree), SVM, KNN, Logistic Regression (LR).*

I. INTRODUCTION

Our research focuses on type 2 diabetes mellitus and adult-onset Diabetes and its dietary requirements, aiming to predict and classify diabetes into high, low, and normal categories while recommending appropriate food items. Adult-onset Diabetes is a persistent health condition in which the body cannot efficiently regulate and utilize glucose, resulting in excess glucose in the blood. While typically seen in elderly populations, the rise in childhood obesity rates has resulted in a greater incidence of type 2 diabetes among younger individuals.

10% of diabetes cases are Type 1(Insulin-dependent diabetes mellitus), which arises from the immune system that targets the cells in the pancreas that generate insulin. In contrast, Type 2 diabetes accounts for the other 90% and is primarily caused by insulin resistance and abnormal insulin interactions in cells located in the liver, fat, and muscle that lead to inadequate sugar absorption. In some case scenarios, the pancreas may also not be producing the required amount of insulin to regulate blood sugar levels.

Although Type-2 diabetes has no known cure, it can be managed through a combination of lifestyle changes, including weight loss, healthy eating habits, and physical activity. If these changes are insufficient to regulate blood sugar levels, diabetes medications or insulin therapy may be necessary. Our research aims to help manage Type 2 diabetes by predicting and classifying it into appropriate categories and recommending dietary changes to improve patients' quality of life.

Table 1 shows the types of diabetes.

Table 1 Diabetes Categorization.

Type–1 Diabetes	IDDM diabetes is a long-term autoimmune disorder that results in high blood sugar levels due to insufficient insulin production. Insulin therapy is crucial for managing glucose levels. It affects mostly young people and accounts for approximately 10% of diabetes cases. Effective management strategies are crucial to mitigate complications. Further research is needed to develop better treatments.
Type–2 Diabetes	Approximately 90% of patients have Type 2 diabetes, which is a metabolic condition. Its incidence is increasing in children and adolescents, making prevention strategies and effective treatments critical.
Gestational Diabetes (Diabetes in Pregnancy)	Gestational diabetes is a health condition that arises during pregnancy in women who have not had diabetes before. Although it typically resolves itself after childbirth, it heightens the chances of both the mother and infant developing type 2 diabetes in the future. It's important to recognize and manage gestational diabetes to reduce the risk of long-term health problems for both the mother and child.
Prediabetes	Prediabetes is a medical condition characterized by elevated blood sugar levels that do not meet the threshold for a type 2 diabetes diagnosis.

Table 1 Diabetes Categorization.

Type–1 Diabetes	IDDM diabetes is a long-term autoimmune disorder that results in high blood sugar levels due to insufficient insulin production. Insulin therapy is crucial for managing glucose levels. It affects mostly young people and accounts for approximately 10% of diabetes cases. Effective management strategies are crucial to mitigate complications. Further research is needed to develop better treatments.
	Shockingly, 96 mil US adults have prediabetes, but 84% of them are unaware. Identifying and managing prediabetes is crucial to prevent or delay the onset of type 2 diabetes and its related complications. .

II. LITERATURE SURVEY

J. Pradeep Kandhasamy [2], The study aimed to assess four distinct diabetes prediction models using eight crucial attributes. The accuracy rate of the J48 decision tree classifier was 73.82% prior to dataset pre-processing. On the other hand, the KNN where k=1 and Random Forest classifiers exhibited superior performance after pre-processing, attaining a flawless 100% accuracy rate when predicting diabetes, surpassing other models. This outcome suggests that the elimination of inaccurate data from the dataset can significantly improve the accuracy of diabetes prediction models. Therefore, the study's results offer valuable information for selecting the most appropriate classifier to predict diabetes.

Muhamad Soleh [3] researched the Logistic Regression method for classifying diabetes and developed software based on Streamlit. Data pre-processing, Logistic Regression, and method evaluation were the three stages involved in making predictions. The study utilized the correlation coefficient for data cleaning, and the One Point Crossover technique was used for oversampling. The Logistic Regression method produced a higher predictive accuracy of 80%, which was an improvement compared to earlier research that reported an accuracy rate of 75.97%.

Michael Onyema Edeh [4] The study proposed a diabetes diagnostic system utilizing the four machine learning algorithms in question naive Bayes, SVM, random forest, and DT. Among the methods, the random forest technique Showed the greatest level of accuracy, while the others also provided satisfactory outcomes. The primary aim of the research was to aid diabetologists in formulating more precise treatment plans and put forth potential research areas, such as constructing a diabetes database, investigating deep learning approaches, and devising an Android application for prediction.

Deepti Sisodia [5] conducted a study to create a system for diabetes prediction, employing three machine learning algorithms on the Pima Indians Diabetes Database. The researchers utilized the Naive Bayes classification method, achieving an accuracy rate of 76.30%. Other machine learning techniques can be integrated into the system for the detection and diagnosis of various ailments, and to automate diabetes analysis.

Nishat MM [6] presented a study wherein they compared and evaluated various machine learning algorithms for diabetes prediction. The Gaussian Process was proven to be the best most accurate and most efficient method, followed by Gradient Boosting, Random Forest, and Artificial Neural Networks. The study's objective is to assist healthcare providers in devising precise treatment regimens for type 2 diabetics and to explore the implications of developing an e-healthcare system.

KM Jyoti Rani [7] A study was conducted to create a system for early detection and recognition of diabetes, using the John Diabetes Database to evaluate five machine-learning classification methods based on different metrics. The Decision Tree algorithm achieved an accuracy rate of 99%, validating the system's effectiveness.

Quan Zou, [8] Machine learning techniques are chosen by the researcher to predict and make a diagnosis of diabetes. The study found that using all features and mRMR is more effective than using PCA. Fasting glucose is the most crucial indicator, but more indicators are needed for better results. Random forests perform better than decision trees and neural network classifiers in some methods. The Luzhou dataset generated the most accurate results, of 0.8084, trailed by the Pima Indians dataset, which prepared findings with an accuracy of 0.7721. The study emphasizes the importance of suitable attributes, classifiers, and data mining methods for accurate diabetes prediction. Future work aims to predict diabetes type and explore the proportion of each indicator for improved prediction accuracy.

Max Ray, [9], Diabetes is a prevalent health issue caused by a deficiency in insulin production or inadequate insulin usage in the body. Type 1 diabetes is exacerbated by the pancreas producing suboptimal insulin, while Type 2 diabetes results from the inability to utilize insulin effectively. Gestational diabetes, on the other hand, develops during pregnancy due to increased insulin requirements. Several risk factors for Type 2 diabetes exist, including obesity, inactivity, smoking, age, family history, hypertension, Polycystic Ovary Syndrome, and a history of Gestational diabetes. Maintaining a healthy diet and engaging in regular exercise are effective preventive measures for managing weight and preventing diabetes.

Umair Muneer Butt, [10] Biosensors and advanced ICT can be utilized for real-time monitoring of glucose levels in diabetic patients, using portable devices and CGM sensors. This technology can help patients better comprehend their blood sugar changes. A system has been proposed that classifies and identifies the early stages of diabetes, using modern sensors, machine learning techniques, and IoT. Three prediction models (LSTM, MA, and LR) were used to analyze diabetes classifications made by three classifiers (random forest, multilayer perceptron, and logistic regression). Using the PIMA Indian Diabetes dataset, MLP was able to attain an accuracy of 86.083% in mellitus classification, while LSTM secured a prediction accuracy of 87.26%.

Mitushi Soni, [11] The goal of the research was to generate predictions of diabetes using multiple machines learning methods, including Decision Tree, Gradient Boosting, K-Nearest Neighbor, Logistic Regression, Random Forest, and Support Vector Machine. The Pima Indian Diabetes Dataset, which contained information about 768 patients such as pregnancy, age, BMI, BP, glucose, insulin, and diabetes pedigree function, was utilized. The study found that Random Forest was the most accurate technique for predicting diabetes compared to other methods. The class variable in the dataset represented the outcome of each data point, with 0 indicating negative and 1 indicating positive for diabetes.

Tarig Mohamed Ahmed [12] The paper introduces a hypothetical self-monitoring system for diabetes using IoT technology. The system relies on BLE devices for data collection and real-time processing of weight and blood glucose data. It employs Apache Kafka for streaming messages and MongoDB for data storage.

Bhoia SK, [13] The objective of the study was to apply machine learning techniques such as Random-Forest (RF), K-NN, and logistic regression to forecast the likelihood of diabetes in females belonging to the Pima Indian population. Logistic regression outperformed other models based on metrics such as AUC, CA, F1, precision, and recall. The findings were derived using k-fold cross-validation and the Orange 3.24.1 platform, which uses Python open-source modules. For each approach, confusion matrices were created, with logistic regression performing the best.

Veena Vijayan V, [14] This research looks at how algorithms that mine data can be used to diagnose diabetes more precisely than traditional methods, which can be inaccurate. Using the Pima Indian Diabetic dataset, the accuracy of several methods, such as KNN, K-means, ANFIS, EM, and amalgam KNN, was compared. Amalgam KNN and ANFIS exceeded prior techniques in classification accuracy, with Amalgam KNN attaining over 80% accuracy. Symptoms of diabetes consist of heightened thirst, frequent urination, unintended loss of weight, and slow-healing infections. Among the diagnostic exams used to diagnose diabetes are urine tests, fasting blood sugar levels, random blood sugar levels, and glycosylated hemoglobin (HbAlc).

Rishab Bothra [15] The study includes comparing the accuracy of various machine learning algorithms used to classify a dataset. The Random Forest algorithm was found to be the most accurate, with a 90% prediction accuracy. To ensure that the number of false negative predictions was kept to a minimum, confusion matrices were compared as well. The authors suggest that future research could investigate whether non-diabetic individuals are likely to develop diabetes in the next few years.

Table 2: Literature analysis:

Sr. No	Year	Author	Title	Dataset Used	Techniques Used	Results (Accuracy)
1	2015	J. Pradeep Kandhasamy, et. al [2]	Performance Analysis of Classifier	UCI machine learning data repository's	J48, SVM, Decision Tree, K-Nearest	Before any pre-processing is applied, the J48

			Models to Predict Diabetes Mellitus	example dataset.	Neighbors, and Random Forest.	classifier shows an accuracy of 73.82%. However, after applying pre-processing techniques, both the KNN algorithm with k=1 and the Random Forest algorithm achieved perfect accuracy results of 100%. paraphrase this shorter
2	2021	Muhamad Soleh, et. al [3]	Website-Based Application for Classification of Diabetes Using Logistic Regression Method	Pima Indian Diabetes Dataset.	Logistic Regression	The accuracy of logistic regression was 75.97%.
3	2022	Michael Onyema Edeh, et. al [4]	A Classification Algorithm-Based Hybrid Diabetes Prediction Model	Pima Indian Diabetes from UCI Machine Learning repository and database of the hospital from Germany	SVM, Random Forest, K-means, KNN and Naïve Bayes.	SVM performs best with the highest accuracy of 78.2%.
4	2018	Deepti Sisodia, et, al [5]	Prediction of Diabetes Using Classification Algorithms	PIDD-Pima Indians Diabetes Dataset	Naive Bayes, Support Vector Machine, and Decision Tree (DT)	Naive Bayes achieved the highest accuracy rate of 76.30%, making it the best-performing method. The Decision Tree method followed in second place, with an accuracy rate of 73.82%.

5	2020	Mirza Muntasir Nishat, et. al [6]	Performance Assessment of Different Machine Learning Algorithms in Predicting Diabetes Mellitus	Kaggle Diabetes Dataset, Frankfurt Hospital, Germany	Linear Regression, Naive Bayes, Support Vector Machine, Adaboost, Stochastic Gradient Descent, Gradient Boosting, Random Forest, Gaussian Process, K-Nearest Neighbors, Artificial Neural Network	Gaussian Process performs best with the highest accuracy of 98.25% and the second is Random Forest with an accuracy of 97.25%.
6	2020	KM Jyoti Rani [7]	Diabetes Prediction Using Machine Learning	Diabetes Dataset	Linear Regression, Decision Tree, SVM, Random Forest, K-NN	The decision Tree performs best with the highest accuracy of 99% and the second is Random Forest with an accuracy of 97%.
7	2018	Quan Zou, et. al [8]	Predicting Diabetes Mellitus with Machine Learning Techniques	obtained from the hospital in China	Random Forest, J48, Neural Networks	Random Forest performs best with the highest accuracy of 80.84% and the existing J48 with an accuracy of 78.53%.
8	2021	Umair Muneer Butt, et al [10]	Machine Learning-Based Diabetes Classification and Prediction for Healthcare Applications	PIMA Indian Diabetes dataset.	RF, Multilayer perceptron model, Logistic Regression, LSTM, Moving	Multilayer perceptron = 86.08%; LSTM = 87.26%. These two models outperform the other models

					Average, and Liner Regression	used.
9	2020	Mitushi Soni, et al [11]	Diabetes Prediction Using Machine Learning Techniques	Pima Indian Diabetes Dataset, Data collected from patients	K-NN, Logistic Regression, Decision Tree, SVM, and Gradient Boost.	Achieved 77% classification accuracy.
10	2016	Tarig Mohamed Ahmed [12]	Using Data Mining to Develop a Model For Classifying Diabetic Patient Control Level Based On Historical Medical Records	Risk Factors in Saudi Arabia Collected From WHO	Naïve Bayes, Logistic and J48	Logistic regression outperformed other models with an accuracy score of 74.4%.
11	2021	Bhoia SK, et al [13]	Prediction of Diabetes in Females of PimaIndian Heritage: A Complete Supervised Learning Approach	Female Pima Indians diabetic dataset From Kaggle and UCI data repository	Classification Tree, SVM, KNN, Naïve Bayes, Random Forest, Neural Network, AdaBoost, and Logistic Regression.	The logistic regression model attained a precision rate of 76.8%, whereas the neural networks model displayed an accuracy of 75.8%.
12	2021	Rishab Bothra [15]	Diabetes Prediction Using Machine-Learning Algorithms	Sample data	Random-Forest, Logistic Regression, xgboost, SVM, and KNN.	Random Forest gives the best accuracy of 90% after which Knn and XGBoost have an accuracy of 89% and 88% respectively.

II. PROPOSED ALGORITHMS

1. Logistic Regression:

Logistic regression is a statistical Method that establishes a connection between predictor variables and a binary categorical outcome. The probability of an event occurring is calculated using a linear combination of independent factors. This method is frequently used to estimate the likelihood that a certain character will occur in a binary variable. The technique is encapsulated in the logistic regression mathematical equation.:

$$logit\big(P(diabetes = 1)\big) = \beta 0 + \beta 1X1 + \beta 2X2 + \beta 3X3 + \ldots + \beta kXk$$

were,

logit(P(diabetes=1)) is used to determine the logarithm of the probability of a person having diabetes, which is expressed as the dependent variable.

β0 represents the coefficient that corresponds to the constant term or intercept in the equation.

β1 to βk are the coefficients are linked with the independent variables X1 to Xk, respectively.

X1 to Xk are the independent variables, that represent various factors such as age, BMI, blood pressure, physical activity, and so on.

In logistic regression, the probability of having diabetes is calculated using a function of the independent variables. This involves adding up the products of the independent variables and their associated coefficients to get the linear combination, which is then used to predict the probability of diabetes.:

$$z = \beta 0 + \beta 1X1 + \beta 2X2 + \beta 3X3 + \ldots + \beta kXk$$

The logistic function commonly referred to as the sigmoid function is used to estimate the anticipated likelihood of diabetes after computing the linear combination of the independent variables and their coefficients:

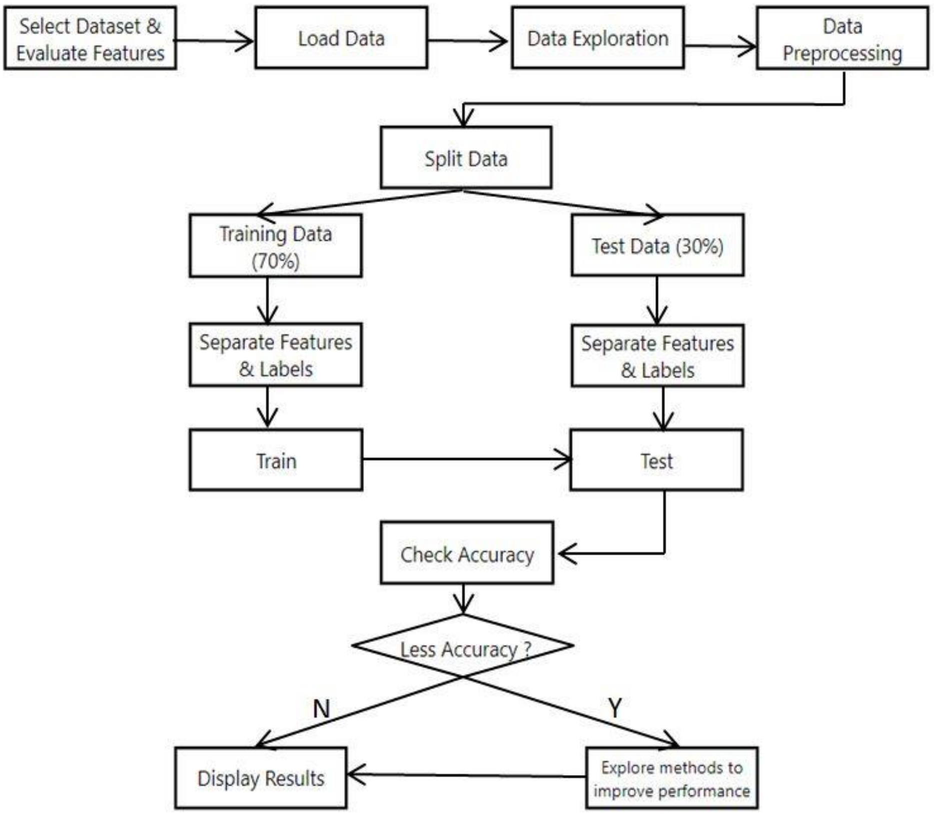
$$P(diabetes = 1) = 1 / (1 + e\hat{}(-z))$$

The logistic regression equation is useful for predicting the likelihood of diabetes in a patient based on their attributes, such as age, BMI, blood pressure, and physical activity. It can also help determine which independent variables have the strongest correlation with the probability of developing diabetes.

2. Random Forest:

Random forest is a commonly used machine learning technique for classification tasks. This method utilizes an ensemble of decision trees that are merged to produce a more precise and dependable model. It is possible to use random forest to examine the relationship between a variety of characteristics or risk factors, such as age, BMI, and blood pressure, and the likelihood of acquiring diabetes.

Fig 1: Flow of Algorithm:



a) ***Prepare the data:***

Gather and preprocess the dataset containing details of patient attributes, including age, BMI, blood sugar levels, blood pressure, family history, etc., and the binary classification indicating the presence or absence of diabetes (0 or 1).

b) ***Split the data:***

Divide the dataset into two subgroups, one for modeling and the other for the test. The performance of the model is evaluated using the test set after constructing it with the training set.

c) ***Select the desired quantity of trees.:***

Choose the best number of trees to use in the model; this is a hyperparameter that must be improved for the best results.

d) ***Train the model:***

After selecting the appropriate number of trees, the model will be trained on the training dataset. For each variable, a decision tree will be constructed by the model to evaluate its significance in forecasting diabetes.

e) ***Evaluate the model:***

The efficiency of the model can be assessed using the testing dataset by employing diverse metrics such as accuracy, precision, recall, and F1-score to evaluate its performance.

3. Decision Tree:

Decision trees are a machine learning technique that categorizes or predicts a target variable using input information. The method creates a structure that resembles a tree, with each branch representing a choice made in light of the feature values. Before the final prediction is reached, the data is split into smaller subgroups by a series of judgments. Decision trees offer a flexible Method that can be utilized for classification and regression assignments without imposing any assumptions regarding the distribution of the data. Here is the basic equation for a decision tree:

$$y = f(x)$$

were,

y represents the outcome;

x represents a group of independent variables or features utilized to estimate or predict the dependent variable;

f(x) is a mathematical representation that takes the input features as an input and predicts the target variable.

Decision trees can be applied to predict diabetes in patients based on input features such as age, BMI, glucose levels, and family history. This algorithm generates a tree-like structure, where each split corresponds to a decision based on the input features. This decision leads to the grouping of patients into different categories, and the final leaves of the tree represent the predicted classification for each patient (either diabetic or not diabetic). Healthcare experts can decide on patient care and treatment strategies after looking at the input characteristics and building the decision tree.

4. SVM:

Support Vector Machine (SVM) is a machine learning technique that separates data into two categories, diabetic and non-diabetic, without making any assumptions about the data distribution. It seeks to identify the hyperplane with the greatest margin of separation between the two classes., This equation expresses that the weight vector is represented by the variable W, X is the input or feature vector that contains the values of the predictor variables, and b refers to the bias term, W*X + b = 0 is an equation that represents the hyperplane. The SVM method looks for the W and b values that will produce the greatest margin between the two classes.

In order to classify data into groups of diabetes and non-diabetes, Support Vector Machine (SVM), a machine learning method, is utilized. It looks for the hyperplane that separates the two classes by the largest amount. The hyperplane $||W||^{\Lambda}2$ is represented by the equation $y\_i * (W * X\_i\ +\ b)\ >=\ 1$, In which W represents the weight vector, X stands for the feature vector, and b denotes the bias factor. The W and b parameters that will result in the largest margin between the two classes are sought for by the SVM algorithm.

5. KNN:

The K-Nearest Neighbor (KNN) is a powerful machine-learning technique for solving both classification and regression problems. By comparing a patient's resemblance to other patients in the dataset, KNN may be utilized to classify patients as diabetic or not when used for diabetes prediction. Because it is non- parametric, it does not assume anything about how the data are distributed.

The KNN algorithm selects the K value, the number of neighbors to consider, and then compares the similarity of each patient to other patients in the dataset based on their input features, including age, BMI, glucose levels, family history, and other related factors.

The KNN method calculates the predicted class by selecting the most frequent class label among those K-nearest neighbors after identifying the K-nearest neighbors for a specific patient. The algorithm will predict that the patient has diabetes, for example, if among the K closest neighbors, 4 are categorized as diabetic and 1 is not.

In mathematical notation, the KNN algorithm can be represented as follows:

$$y = mode(y1, y2, ..., yk)$$

where y is the mode function, which yields the class that is most prevalent among the patient's K closest neighbors, determines the projected class for a patient, and y1, y2, ..., yk is the classes of the K nearest neighbors, selected based on their similarity in terms of input features.

IV. PROPOSED METHODS:

Dataset Collection:

Data collection is gathering and compiling information about diabetic patients is known as data collection, which involves collecting three distinct datasets: one for sugar levels, one for diabetes, and one for food.

There are 3 types of data that we used for our research.

a. *Sugar-level:*

Data on blood sugar levels, which shows variations in diabetes patients' blood sugar levels every 15 minutes, was gathered with assistance from one of the institution's professors. The 857-row dataset may be used to study the correlation between sugar levels. Blood sugar values under 150 mg/dL (7.8 mmol/L) are regarded as normal; but, after two hours, readings over 200 mg/dL (11.1 mmol/L) are indicative of diabetes. Prediabetes is suggested by readings between 140 and 199 mg/dL (7.8 mmol/L and 11.0 mmol/L). Based on their

Glycemic Index (GI), food items were divided into three groups in order to suggest an optimal diet depending on a person's sugar-level history. Foods with a GI of 0 to 130 are classified as a LOW GI, those with a GI of 130 to 260 as MID GI, and those with a GI of 260 to 400 as HIGH GI.

b. *Diabetes data:*

The diabetes dataset contains information about people with diabetes and can be utilized for forecasting the probability of developing diabetes and pinpointing potential risk factors. It usually comprises details such as age, gender, medical history, and lifestyle choices, and comprises 768 rows of data.

c. Food intake dataset:

The food dataset includes data on the amounts and glycemic index ratings of various foods, as well as information about their nutritional composition, which may be used to provide customized dietary advice based on a person's health profile. The glycemic index is a measure of the speed at which a particular food causes a rise in blood sugar levels. Foods with a high glycemic index cause a rapid increase in blood sugar levels, while those with a low glycemic index are digested more slowly, resulting in a more gradual effect. With the food's glycemic index readings, nutritional advice may be more specifically tailored to a person's health requirements. 150 rows make up the food dataset.

Data Pre-Processing:

By resolving contradictory data, we hoped to increase the accuracy and precision of our findings throughout this study phase. We eliminated the ID feature from our dataset after noticing its consistency issues. Also, we found that numerous important variables, including age, blood pressure, skin thickness, BMI, and glucose level, were missing information. To make predictions, we identified key characteristics, imputed the missing data, scaled the data using StandardScaler, and identified these features. We concentrated on these aspects to provide more accurate findings for our study paper even though we did not undertake feature selection.

- During the exploratory data analysis phase, we carried out the following steps:

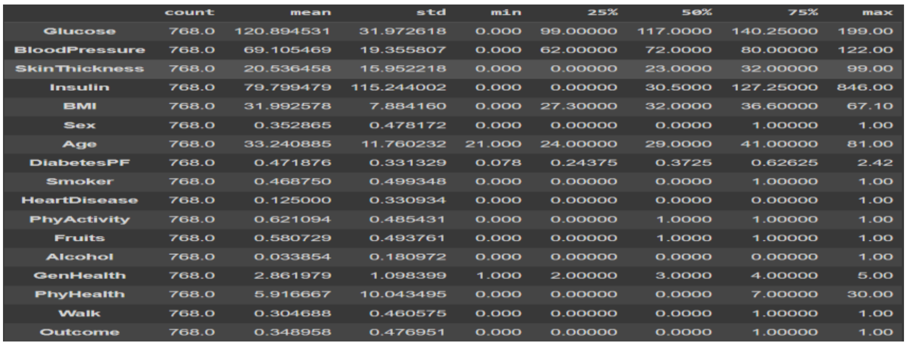
i. *Data cleaning:*

We reviewed the dataset to detect any discrepancies, errors, absent values, or extreme values and implement necessary measures to rectify them.

ii. *Descriptive statistics:*

Fig 2 provides derived statistical measures for the various aspects of the dataset, such as the mean, median, and standard deviation, to gain an understanding of their distribution and characteristics.

Fig 2: Descriptive Statistics:



	count	mean	std	min	25%	50%	75%	max
Glucose	768.0	120.894531	31.972618	0.000	99.00000	117.0000	140.25000	199.00
BloodPressure	768.0	69.105469	19.355807	0.000	62.00000	72.0000	80.00000	122.00
SkinThickness	768.0	20.536458	15.952218	0.000	0.00000	23.0000	32.00000	99.00
Insulin	768.0	79.799479	115.244002	0.000	0.00000	30.5000	127.25000	846.00
BMI	768.0	31.992578	7.884160	0.000	27.30000	32.0000	36.60000	67.10
Sex	768.0	0.352865	0.478172	0.000	0.00000	0.0000	1.00000	1.00
Age	768.0	33.240885	11.760232	21.000	24.00000	29.0000	41.00000	81.00
DiabetesPF	768.0	0.471876	0.331329	0.078	0.24375	0.3725	0.62625	2.42
Smoker	768.0	0.468750	0.499348	0.000	0.00000	0.0000	1.00000	1.00
HeartDisease	768.0	0.125000	0.330934	0.000	0.00000	0.0000	0.00000	1.00
PhyActivity	768.0	0.621094	0.485431	0.000	0.00000	1.0000	1.00000	1.00
Fruits	768.0	0.580729	0.493761	0.000	0.00000	1.0000	1.00000	1.00
Alcohol	768.0	0.033854	0.180972	0.000	0.00000	0.0000	0.00000	1.00
GenHealth	768.0	2.861979	1.098399	1.000	2.00000	3.0000	4.00000	5.00
PhyHealth	768.0	5.916667	10.043495	0.000	0.00000	0.0000	7.00000	30.00
Walk	768.0	0.304688	0.460575	0.000	0.00000	0.0000	1.00000	1.00
Outcome	768.0	0.348958	0.476951	0.000	0.00000	0.0000	1.00000	1.00

iii. *Data visualization:*

Various types of charts and graphs, such as histograms, scatter plots, and box plots, were utilized to detect patterns, trends, and correlations among the attributes in the dataset. For instance, a box plot was employed to examine the outliers in the data, and these outliers were eliminated, as shown in the accompanying box plot.

Fig 3 & 4 Show the before and after boxplot for outliers:

Fig 3: Before Removing Outliers:

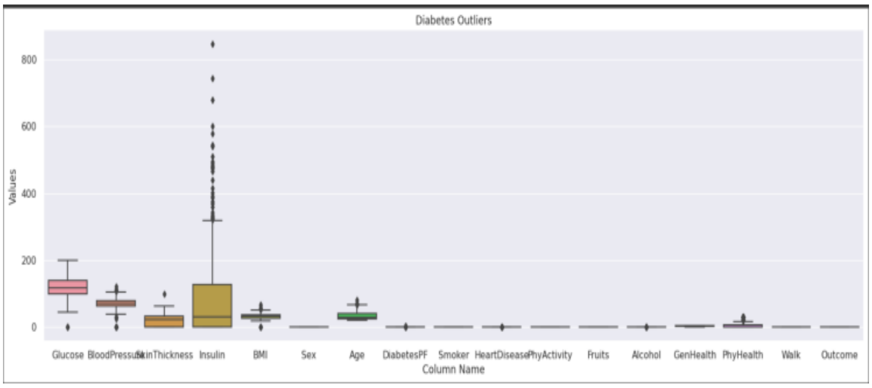


Fig 4: After Removing Outliers:

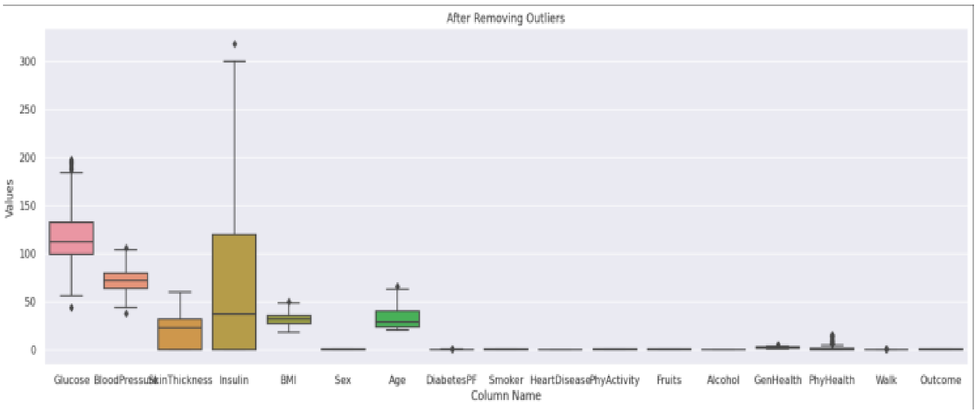
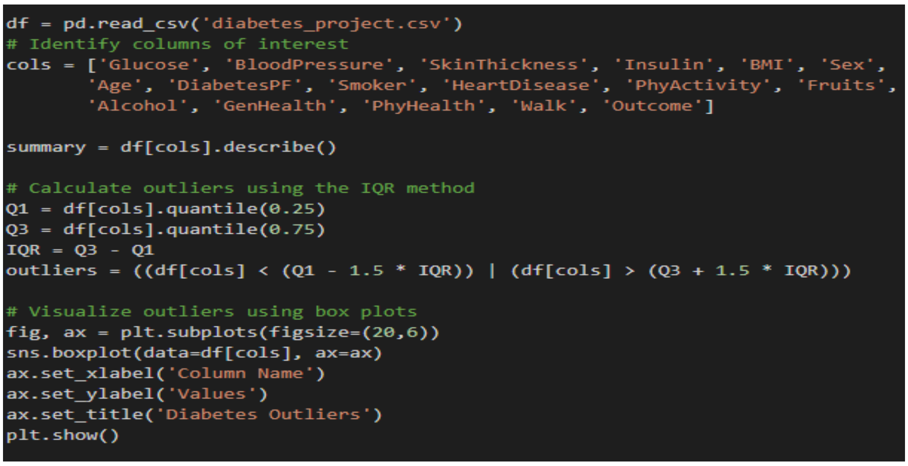
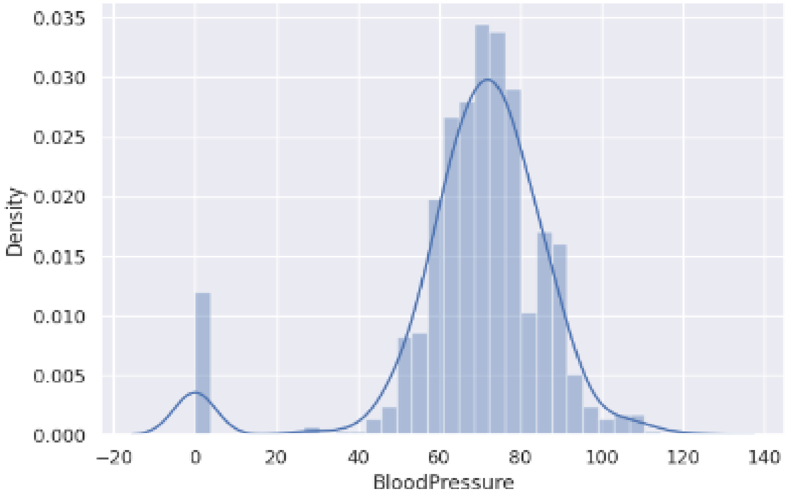


Fig 5: Code to detect outliers:



```
df = pd.read_csv('diabetes_project.csv')
# Identify columns of interest
cols = ['Glucose', 'BloodPressure', 'SkinThickness', 'Insulin', 'BMI', 'Sex',
       'Age', 'DiabetesPF', 'Smoker', 'HeartDisease', 'PhyActivity', 'Fruits',
       'Alcohol', 'GenHealth', 'PhyHealth', 'Walk', 'Outcome']

summary = df[cols].describe()

# Calculate outliers using the IQR method
Q1 = df[cols].quantile(0.25)
Q3 = df[cols].quantile(0.75)
IQR = Q3 - Q1
outliers = ((df[cols] < (Q1 - 1.5 * IQR)) | (df[cols] > (Q3 + 1.5 * IQR)))

# Visualize outliers using box plots
fig, ax = plt.subplots(figsize=(20,6))
sns.boxplot(data=df[cols], ax=ax)
ax.set_xlabel('Column Name')
ax.set_ylabel('Values')
ax.set_title('Diabetes Outliers')
plt.show()
```

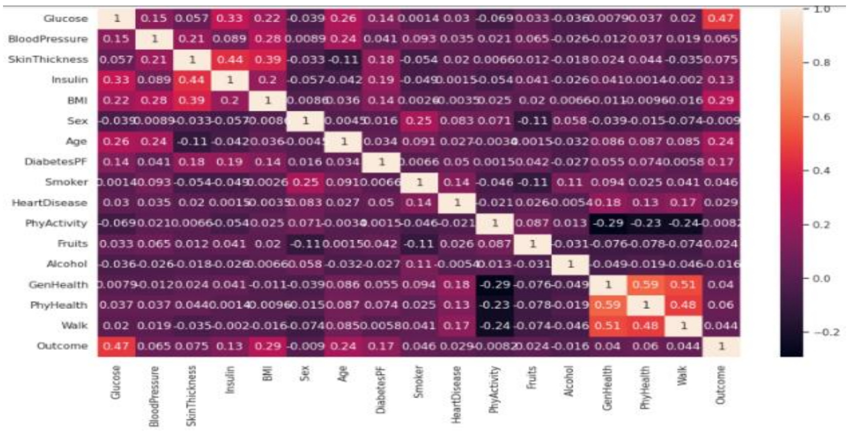
Fig 6: distplot for Blood pressure



iv. *Correlation analysis:*

We examined how various attributes in the dataset were correlated with one another to determine if there were significantly positive or negative associations between them.

Fig 7: Shows correlation between Features:



	Glucose	BloodPressure	SkinThickness	Insulin	BMI	Sex	Age	DiabetesPF	Smoker	HeartDisease	PhyActivity	Fruits	Alcohol	GenHealth	PhyHealth	Walk	Outcome
Glucose	1	0.15	0.057	0.33	0.22	-0.039	0.26	0.14	0.0014	0.03	-0.069	0.033	-0.036	0.0079	0.037	0.02	0.47
BloodPressure	0.15	1	0.21	0.089	0.28	0.0089	0.24	0.041	0.093	0.035	0.021	0.065	-0.026	-0.012	0.037	0.019	0.065
SkinThickness	0.057	0.21	1	0.44	0.39	-0.033	-0.11	0.18	-0.054	0.02	0.0066	0.012	-0.018	0.024	0.044	-0.035	0.075
Insulin	0.33	0.089	0.44	1	0.2	-0.057	-0.042	0.19	-0.049	0.0015	-0.054	0.041	-0.026	0.041	0.0014	-0.002	0.13
BMI	0.22	0.28	0.39	0.2	1	0.0086	0.036	0.14	0.0026	0.0035	0.025	0.02	0.0066	-0.011	0.0096	0.016	0.29
Sex	-0.039	0.0089	-0.033	-0.057	0.0086	1	0.0045	0.016	0.25	0.083	0.071	-0.11	0.058	-0.039	-0.015	-0.074	-0.009
Age	0.26	0.24	-0.11	-0.042	0.036	0.0045	1	0.034	0.091	0.027	-0.0034	0.0015	-0.032	0.086	0.087	0.085	0.24
DiabetesPF	0.14	0.041	0.18	0.19	0.14	0.016	0.034	1	0.0066	0.05	0.0015	0.042	-0.027	0.055	0.074	0.0058	0.17
Smoker	0.0014	0.093	-0.054	-0.049	0.0026	0.25	0.091	0.0066	1	0.14	-0.046	-0.11	0.11	0.094	0.025	0.041	0.046
HeartDisease	0.03	0.035	0.02	0.0015	0.0035	0.083	0.027	0.05	0.14	1	-0.021	0.026	0.0054	0.18	0.13	0.17	0.029
PhyActivity	-0.069	0.021	0.0066	-0.054	0.025	0.071	-0.0034	0.0015	-0.046	-0.021	1	0.087	0.013	-0.29	-0.23	-0.24	-0.0082
Fruits	0.033	0.065	0.012	0.041	0.02	-0.11	0.0015	0.042	-0.11	0.026	0.087	1	-0.031	-0.076	-0.078	-0.074	0.024
Alcohol	-0.036	-0.026	-0.018	-0.026	0.0066	0.058	-0.032	-0.027	0.11	-0.0054	0.013	-0.031	1	-0.049	-0.019	-0.046	-0.016
GenHealth	0.0079	-0.012	0.024	0.041	-0.011	-0.039	0.086	0.055	0.094	0.18	-0.29	-0.076	-0.049	1	0.59	0.51	0.04
PhyHealth	0.037	0.037	0.044	0.0014	0.0096	-0.015	0.087	0.074	0.025	0.13	-0.23	-0.078	-0.019	0.59	1	0.48	0.06
Walk	0.02	0.019	-0.035	-0.002	-0.016	-0.074	0.085	0.0058	0.041	0.17	-0.24	-0.074	-0.046	0.51	0.48	1	0.044
Outcome	0.47	0.065	0.075	0.13	0.29	-0.009	0.24	0.17	0.046	0.029	-0.0082	0.024	-0.016	0.04	0.06	0.044	1

Through these procedures, we obtained a more comprehensive comprehension of the dataset, detected potential problems or tendencies, and made the data ready for predictive analysis.

v. *Model Building:*

In our research study, we used a variety of existing data models to create predictions regarding diabetes, including K-Nearest Neighbors (KNN), Support Vector Machines (SVM), Decision Trees, Random Forest, and Logistic Regression.

KNN is a machine learning method that categorizes incoming data points based on how close they are to existing data points in the training set, without making any assumptions about the distribution of the underlying data. Another supervised machine learning technique, SVM, seeks to maximize the margin between two classes in a dataset to determine the best decision boundary dividing them. Models called decision trees categories new data points using a sequence of binary judgments. To increase the model's accuracy, Random Forest is a type of ensemble learning method that constructs multiple decision trees and merges their forecasts. Based on input feature values, the statistical model of logistic regression calculates the likelihood that an event will occur.

We must evaluate the models' performance indicators, including precision, recall, accuracy, and F1 score, to ascertain how well they predict diabetes. These measures may be used to compare the effectiveness of several models and identify the one that operates most effectively on our dataset.

The feature importance indicates the relative importance of input variables in determining the model's outputs, providing insights into the factors that influence the prediction of diabetes.

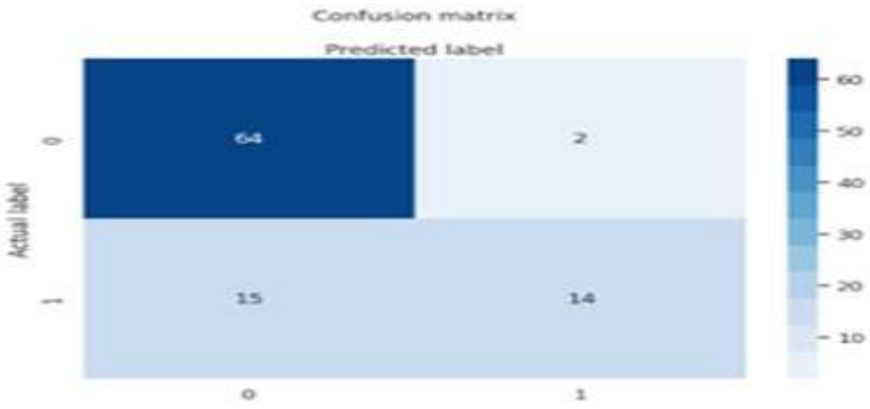
In summary, employing various data models enabled us to conduct a comprehensive analysis of their effectiveness and determine the optimal model for predicting diabetes in our study. Algorithm 1: - Diabetes Prediction using Logistic Regression:

- Generate Train set and Test Set using a library from the model sklearn. model_selection train_test_split
- Applying Logistic regression with scaler = “libliner” and then fit the logistic regression model and finally predicting the outcome.

In the end, the confusion matrix is utilized to assess the performance of a classification model by comparing its anticipated results with the actual ones. It facilitates the computation of different evaluation metrics such as accuracy, precision, recall, and F1-score, which assist in evaluating the model's effectiveness for diverse classes. The confusion matrix proves especially advantageous when handling imbalanced datasets or when the expenses associated with false positives and false negatives are dissimilar.

Logistic regression gives us the best accuracy of 82.10%.

Fig 8. Shows Confusion metrics for KNN:



Algorithm 2: - Sugar level classification using KNN and Decision Tree:

KNN:

- Create a train set and a test set using the same procedure as described earlier.
- Scale the data and then we used KNN with 5 neighbors.
- After generating the train and test sets using the same process as above, calculate the accuracy of the KNN model used to classify whether a patient has diabetes or not.

KNN gives us an accuracy score of 98.83%.

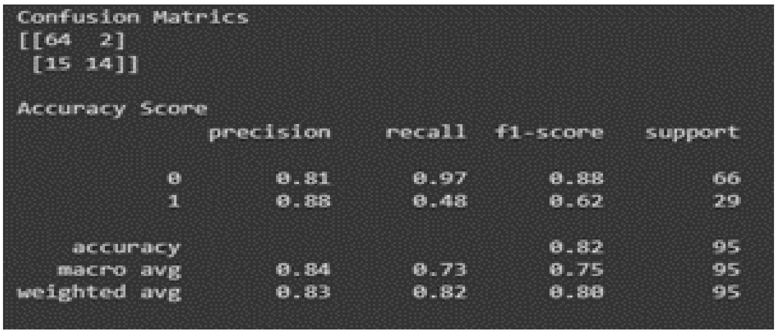
Decision Trees' Accuracy score to classify sugar levels in High, Low, and Medium viz. 100%

V. EXPERIMENTS AND RESULTS:

For Diabetes Prediction:

Logistic regression:

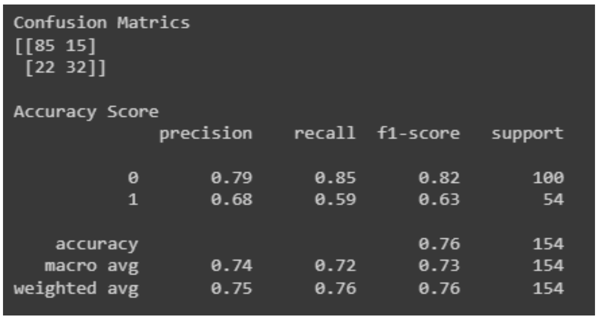
Fig 9.1. Accuracy Metrics for Logistic Regression:



```
Confusion Matrics
[[64  2]
 [15 14]]

Accuracy Score
              precision    recall  f1-score   support

           0       0.81      0.97      0.88        66
           1       0.88      0.48      0.62        29

    accuracy                           0.82        95
   macro avg       0.84      0.73      0.75        95
weighted avg       0.83      0.82      0.80        95
```

vi. Random Forest:

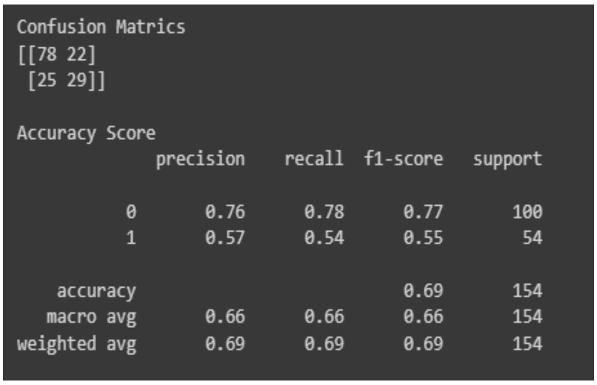
Fig 9.2. Accuracy Metrics for Random Forest:



```
Confusion Matrics
[[85 15]
 [22 32]]

Accuracy Score
              precision    recall  f1-score   support

           0       0.79      0.85      0.82       100
           1       0.68      0.59      0.63        54

    accuracy                           0.76       154
   macro avg       0.74      0.72      0.73       154
weighted avg       0.75      0.76      0.76       154
```

vii. *Decision Tree:*

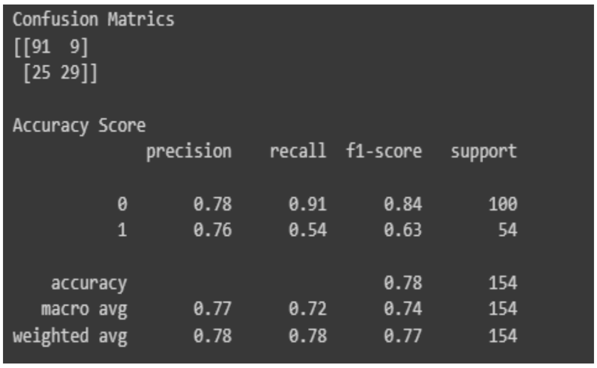
Fig 9.3. Accuracy Metrics for Decision Tree Model:



```
Confusion Matrics
[[78 22]
 [25 29]]

Accuracy Score
              precision    recall  f1-score   support

           0       0.76      0.78      0.77       100
           1       0.57      0.54      0.55        54

    accuracy                           0.69       154
   macro avg       0.66      0.66      0.66       154
weighted avg       0.69      0.69      0.69       154
```

viii. *SVM:*

Fig 9.4. Accuracy Metrics for SVM:

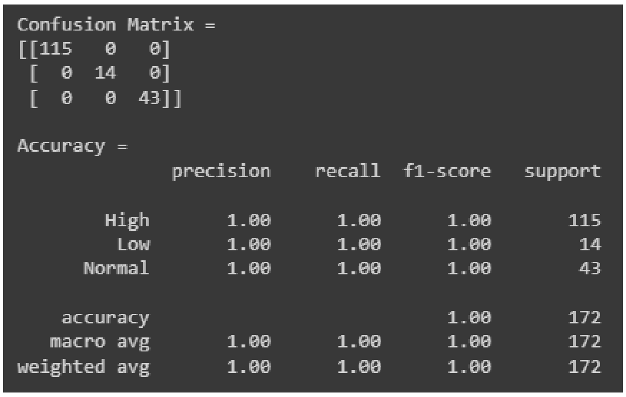


```
Confusion Matrics
[[91  9]
 [25 29]]

Accuracy Score
              precision    recall  f1-score   support

           0       0.78      0.91      0.84       100
           1       0.76      0.54      0.63        54

    accuracy                           0.78       154
   macro avg       0.77      0.72      0.74       154
weighted avg       0.78      0.78      0.77       154
```

For Sugar Level Classification:

1) KNN:

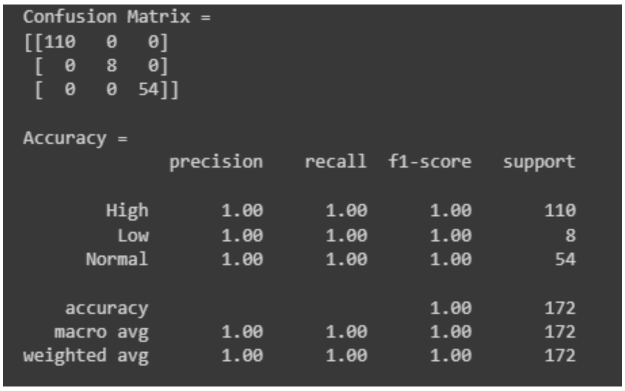
Fig 10.1. Accuracy Metrics for KNN:



```
Confusion Matrix =
[[115   0   0]
 [  0  14   0]
 [  0   0  43]]

Accuracy =
              precision    recall  f1-score   support

        High       1.00      1.00      1.00       115
         Low       1.00      1.00      1.00        14
      Normal       1.00      1.00      1.00        43

    accuracy                           1.00       172
   macro avg       1.00      1.00      1.00       172
weighted avg       1.00      1.00      1.00       172
```

ix. SVM:

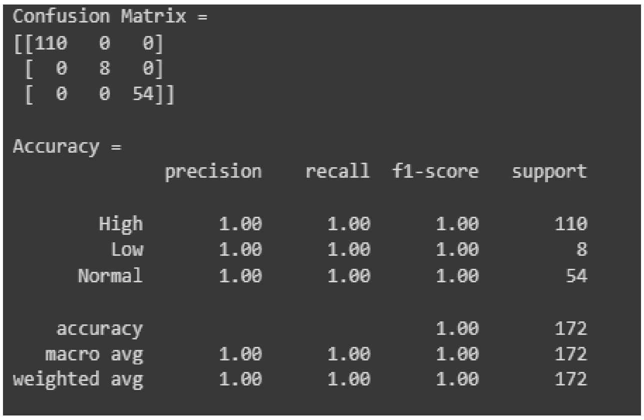
Fig 10.2. Accuracy Metrics for SVM:



```
Confusion Matrix =
[[110   0   0]
 [  0   8   0]
 [  0   0  54]]

Accuracy =
              precision    recall  f1-score   support

        High       1.00      1.00      1.00       110
         Low       1.00      1.00      1.00         8
      Normal       1.00      1.00      1.00        54

    accuracy                           1.00       172
   macro avg       1.00      1.00      1.00       172
weighted avg       1.00      1.00      1.00       172
```

x. Decision Tree:

Fig 10.3. Accuracy Metrics for Decision Tree:



```
Confusion Matrix =
[[110   0   0]
 [  0   8   0]
 [  0   0  54]]

Accuracy =
              precision    recall  f1-score   support

        High       1.00      1.00      1.00       110
         Low       1.00      1.00      1.00         8
      Normal       1.00      1.00      1.00        54

    accuracy                           1.00       172
   macro avg       1.00      1.00      1.00       172
weighted avg       1.00      1.00      1.00       172
```

Accuracy Table 2 for Diabetes Prediction:

ALGORITHM	ACCURACY
Logistic Regression	82.11 %
Random Forest	75.97 %
Decision Tree	69.48 %
SVM	77.92 %

Accuracy Table 3 for Sugar Level:

ALGORITHM	ACCURACY
KNN	100 %
SVM	100 %
Decision Tree	100 %

Table 4: Comparative Study Table:

Paper	Top performing Algorithm	Accuracy
[2]	KNN	100%
[4]	SVM	78.20%
[6]	Gaussian	98.25%
[7]	Decision Tree	99.00%
[10]	Multilayer Perceptron	86.08%
[12]	Logistic Regression	76.80%
[15]	Random Forest	90%
our Research	Logistic Regression	82.11%

4) Website:

Following the model-building process, we have developed a website aimed at assisting individuals with diabetes in determining the most appropriate diet to follow.

Initially, the user would input their blood glucose level in millimoles per liter (mmol/L) and then proceed to submit it.

Once the user inputs their blood sugar level, the system will categorize it as High, Medium, or Low, and provide corresponding diet plans for breakfast, lunch, dinner, and snacks, based on the user's selection.

Fig 11.1. index. Html Page

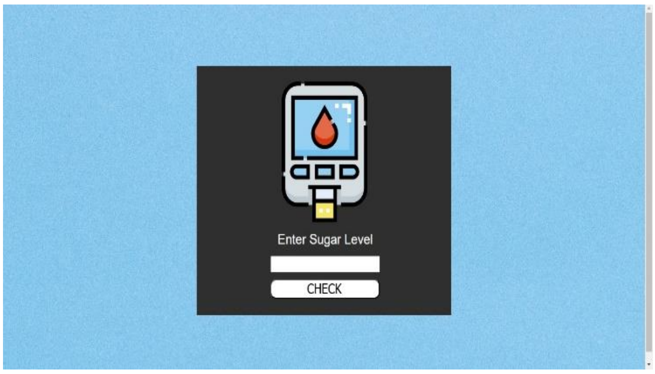
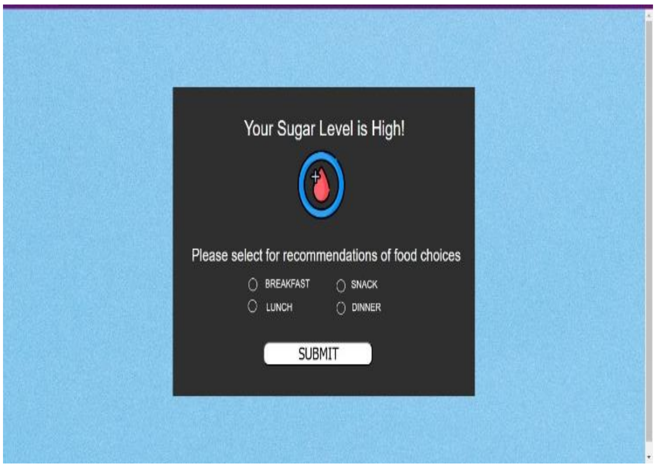
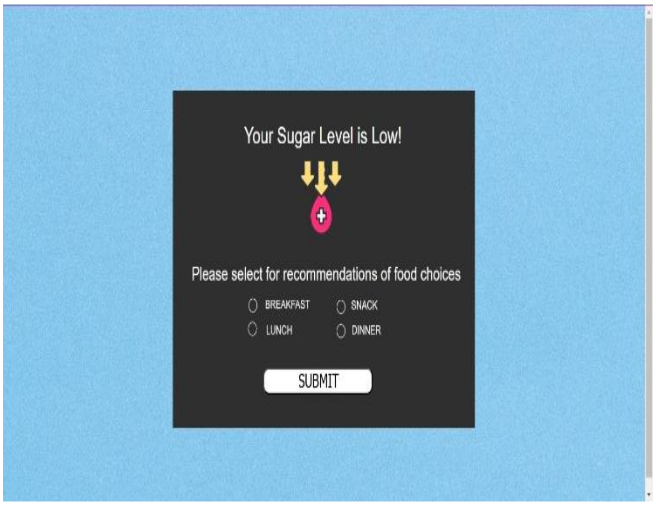


Fig 11.2. If Sugar is High


Your Sugar Level is High!

Please select for recommendations of food choices

Fig 11.3. If Sugar is Low


Your Sugar Level is Low!

Please select for recommendations of food choices

○ BREAKFAST ○ SNACK
○ LUNCH ○ DINNER

Fig 11.4. - 11.8.: Show the different food items recommended with the glycemic index of each food item.

Fig 11.4.

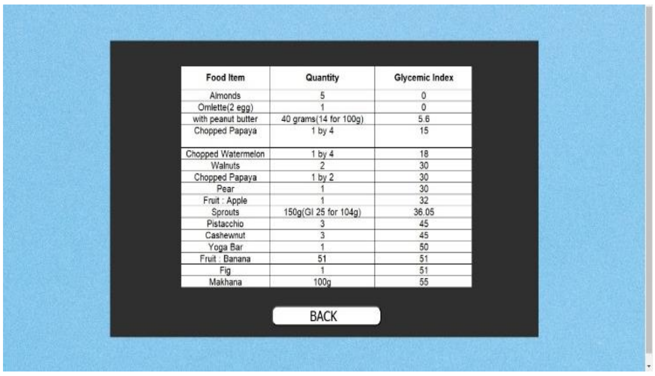

Food Item	Quantity	Glycemic Index
Almonds	5	0
Omlette(2 egg)	1	0
with peanut butter	40 grams(14 for 100g)	5.6
Chopped Papaya	1 by 4	15
Chopped Watermelon	1 by 4	18
Walnuts	2	30
Chopped Papaya	1 by 2	30
Pear	1	30
Fruit : Apple	1	32
Sprouts	150g(GI 25 for 104g)	36.05
Pistacchio	3	45
Cashewnut	3	45
Yoga Bar	1	50
Fruit : Banana	51	51
Fig	1	51
Makhana	100g	55

Fig 11.5.

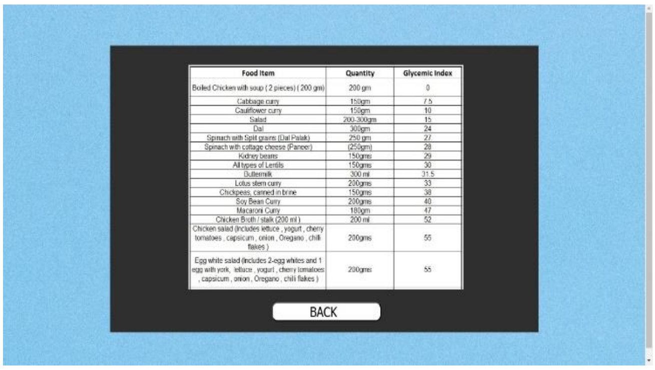
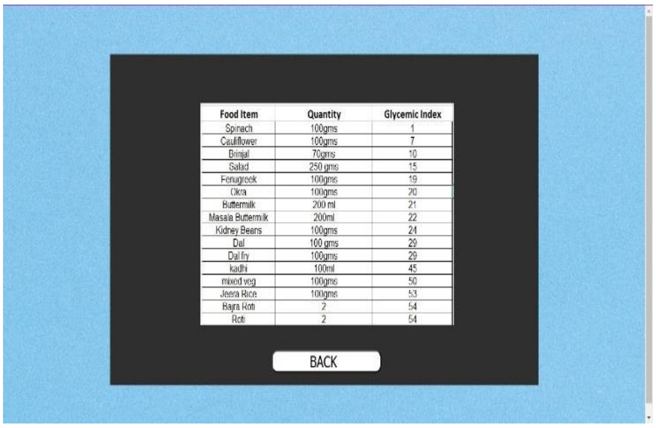
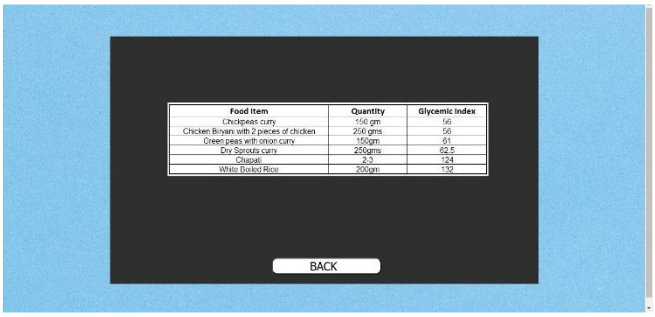

Food Item	Quantity	Glycemic Index
Boiled Chicken with soup (2 pieces) (200 gm)	200 gm	0
Cabbage curry	150gm	7.5
Cauliflower curry	150gm	10
Salad	200-300gm	15
Dal	300gm	24
Spinach with Split grains (Dal Palak)	250 gm	27
Spinach with cottage cheese (Paneer)	(250gm)	28
Kidney beans	150gms	29
All types of Lentils	150gms	30
Buttermilk	300 ml	31.5
Lotus stem curry	200gms	33
Chickpeas, canned in brine	150gms	38
Soy Bean Curry	200gms	40
Macaroni Curry	180gm	47
Chicken Broth / stalk (200 ml)	200 ml	52
Chicken salad (Includes lettuce , yogurt , cherry tomatoes , capsicum , onion , Oregano , chili flakes)	200gms	55
Egg white salad (includes 2-egg whites and 1 egg with york, lettuce , yogurt , cherry tomatoes , capsicum , onion , Oregano , chili flakes)	200gms	55

Fig 11.6.



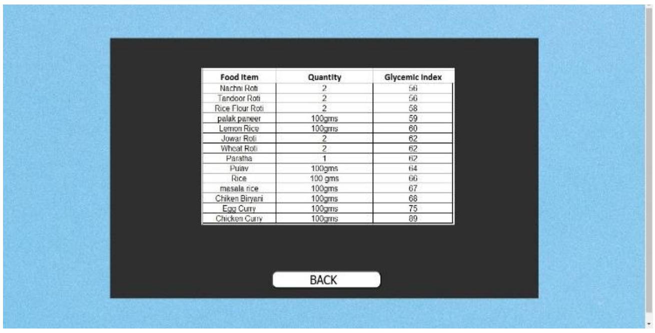
Food Item	Quantity	Glycemic Index
Spinach	100gms	1
Cauliflower	100gms	7
Brinjal	70gms	10
Salad	250 gms	15
Fenugreek	100gms	19
Okra	100gms	20
Buttermilk	200 ml	21
Masala Buttermilk	200ml	22
Kidney Beans	100gms	24
Dal	100 gms	29
Dal fry	100gms	29
kadhi	100ml	45
mixed veg	100gms	50
Jeera Rice	100gms	53
Bajra Roti	2	54
Roti	2	54

Fig11.7.



Food Item	Quantity	Glycemic Index
Chickpeas curry	150 gm	56
Chicken Biryani with 2 pieces of chicken	250 gms	56
Green peas with onion curry	150gm	61
Dry Sprouts curry	250gms	62.5
Chapati	2-3	124
White Boiled Rice	200gm	132

Fig 11.8.



Food Item	Quantity	Glycemic Index
Nachni Roti	2	56
Tandoor Roti	2	56
Rice Flour Roti	2	58
palak paneer	100gms	59
Lemon Rice	100gms	60
Jowar Roti	2	62
Wheat Roti	2	62
Paratha	1	62
Pulav	100gms	64
Rice	100 gms	66
masala rice	100gms	67
Chiken Biryani	100gms	68
Egg Curry	100gms	75
Chicken Curry	100gms	89

VI. CONCLUSION AND FUTURE WORK

People with low sugar levels are recommended to consume food items with a high glycemic index, while those with high sugar levels are advised to consume food items with a low glycemic index. The K-Nearest Neighbors (KNN) and Decision Tree algorithms are suitable for classifying sugar levels into high, low, and normal categories. Based on the result above, it can be inferred that the Logistic Regression algorithm is a suitable choice for predicting sugar levels, with an accuracy of 0.8211%.

Future Work:

1 We plan to enhance our website by introducing a backend and improving its user-friendliness.

2 We intend to incorporate fresh, modified recipes from popular cuisines such as Chinese, Mexican, and Italian. These recipes will be specifically designed to cater to diabetic patients and promote good health.

3 We are considering adding a new feature that predicts the amount of increase in sugar levels after consuming a particular food item. This tool will be helpful for diabetic patients, but it's important to note that individual differences in factors such as metabolism, activity levels, and stress may affect the accuracy of the predictions. Hence, we will communicate the limitations of the model and provide a disclaimer to users.

ACKNOWLEDGMENT

The success of this research would not have been possible without the excellent supervision of my distinguished professor, Prof. Dr. Sumegh Tharewal, from the School of Computer Science & Engineering at Dr. Vishwanath Karad MIT International Peace University. I would like to offer my sincere appreciation to him. His wise suggestions and meticulous instructions have been the cornerstone of this achievement.

As this research was a collaborative endeavor, I also want to express my profound gratitude to the other members of my group for their continuous support and contributions throughout the project. Despite the challenges we faced during these trying times, we remained in constant communication, sharing valuable insights and perspectives that greatly enhanced the research outcome.

Since this research was conducted remotely, I would like to express our gratitude to our families for their patience and unwavering support, which enabled us to focus on our work and achieve the desired results. Throughout this period, we have gained valuable knowledge, and this has been an incredibly enriching and rewarding experience.

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11

The Triplet of Machine Learning Algorithms (Logistic Regression, SVM, Random Forest)

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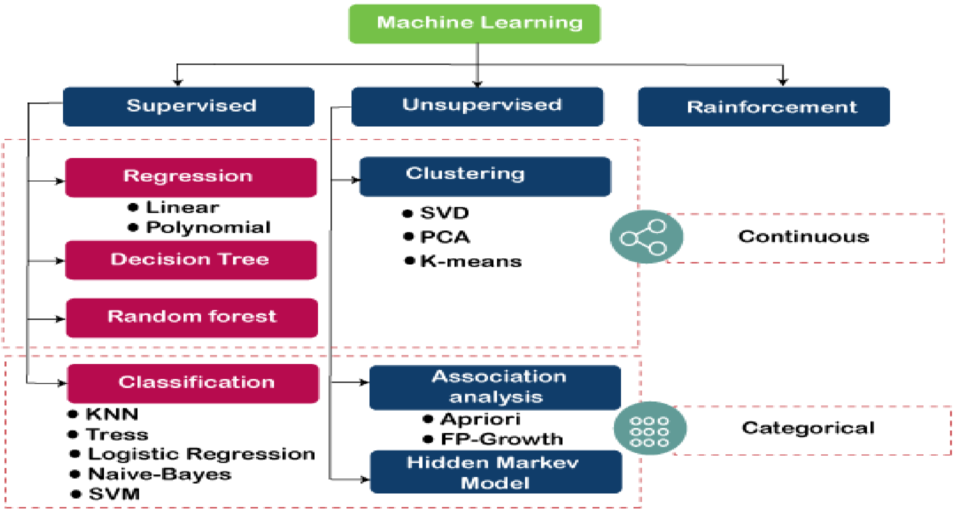
Abstract –

This article discusses machine learning algorithms, including the Support Vector Machine (SVM), Random Forest, and Logistic Regression. In our digital world, there are many different sorts of data, including Internet of Things (IoT) data, cyber security data, mobile data, corporate data, social media data, health data, and many others. It's crucial to master this data and acquire the necessary abilities and knowledge of technology, especially machine learning (ML). In order to grasp these algorithms and make the most of them, we also discuss their uses, comparisons, and applications.

Keywords - Machine learning, Logistic Regression, SVM, Random Forest

I. Introduction

American computer games and artificial intelligence researcher Arthur Samuel first used the phrase "machine learning" in 1959, stating that it "allows computers to learn without being uniquely adapted." ML investigates the evaluation and creation of algorithms that may provide information-based results and create expectations about the information. In light of more information, ML can change activities and responses to make it more efficient, versatile and adaptive. ML is the study of PC algorithms that subsequently operate based on experience. AI is a subset of machine learning. The basic goal of machine learning (ML) is to create computers that can take input data and, using factual inquiry, predict a conclusion while updating the findings as new data is learned. One of the most exciting branches of computer science, machine learning (ML), is the most recent buzzword to surface.



II. Types of Learning -

1. Supervised Learning -

This learning algorithm takes a known arrangement of information (the training set) and a known response to the information (the output) and builds a model to generate intelligent predictions of responses to new information. In supervised learning, a model is trained with a specified data set and the model discovers different types of information. After completing the training cycle, the model is tested on the test data (a subset of the training set) and then the result is predicted. This means that tuned ML algorithms continue to work after deployment, finding new instances and connections as they learn new information. Three of the most popular directed AI computations are reviewed -logistic regression, SVM (Support Vector Machine), Random Forest

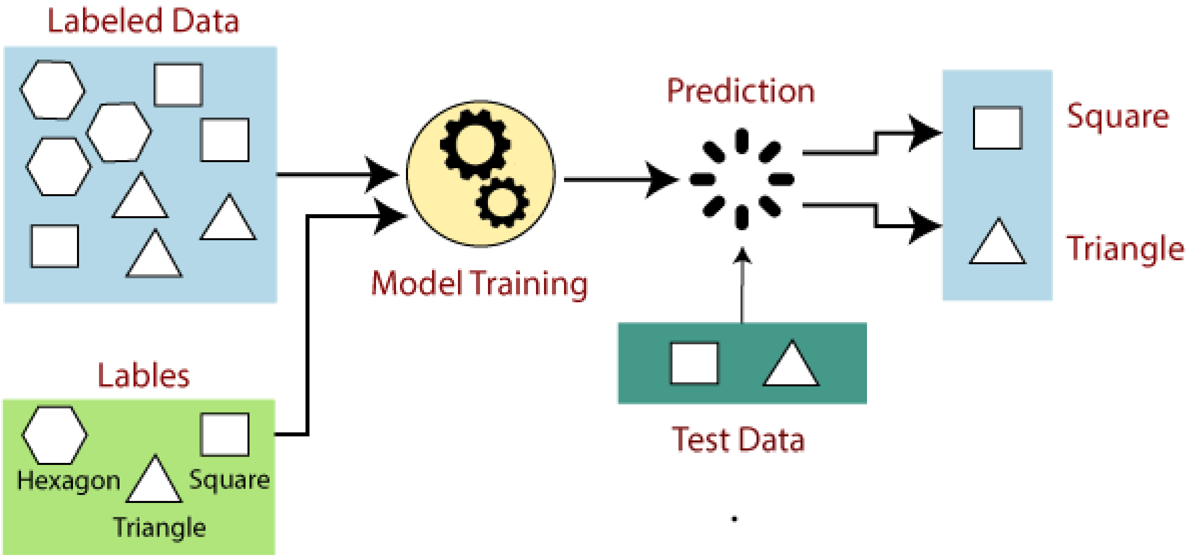


Fig 2

2. Unsupervised Learning -

The advantage is the ability to work with unmarked information.

In unaided learning, only information resources are available, and the model should search for interesting examples with information in mind. Unaided computations learn few elements from information. When new information is presented, it uses recently learned salient points to perceive a class of information.

These calculations identify hidden groups or samples of data without the assistance of a human. It is the best solution for exploratory information, strategic practises, client segmentation, and picture identification because of its capacity to identify similarities and contrasts in data.

Another name for unassisted learning is information discovery (knowledge discovery). Normal unaided learning strategies involve clustering and dimensionality reduction.

3. Reinforcement Learning -

This learning takes its motivation from how people acquire information in their lives. It is associated with taking a reasonable step to maximize the valuation in the particular circumstances. Different programmes and machines use this to notice the best behaviour or the appropriate course of action in diverse situations. Receiving support differs in some ways from administered learning that in regulated learning, the preparatory information carries with it a response key, so that the model is prepared with the correct response itself, even though there is no response in the realization of the support, except that the support specialist chooses how to play the enterprise. Without a single trace of the preparation data file, he will undoubtedly gain from his insight. Support Learning is an input-based machine learning procedure in which a specialist learns how to behave in a climate by acting out activities and seeing their consequences. For each great activity, the specialist receives a positive contribution, and for each terrible activity, he receives negative criticism or punishment. In reinforcement learning, the specialist proceeds consistently using criticism with almost no labeled information, unlike in supervised learning. RL deals with a particular kind of problem where independent control is incremental and the goal is a long journey, such as gaming, mechanical technology, etc.

Logistic Regression

This model is used for binary classification, or forecasts of the sort either, yes or no, A or B, etc. This algorithm can be utilized for multiclass order, we will zero in on its most fundamental application here. It's one of the most utilized ML techniques for twofold orders, changing the contribution over to 0 or 1

e.g: -

0: negative class

1: positive class

The classification issues are settled utilizing calculated relapse.

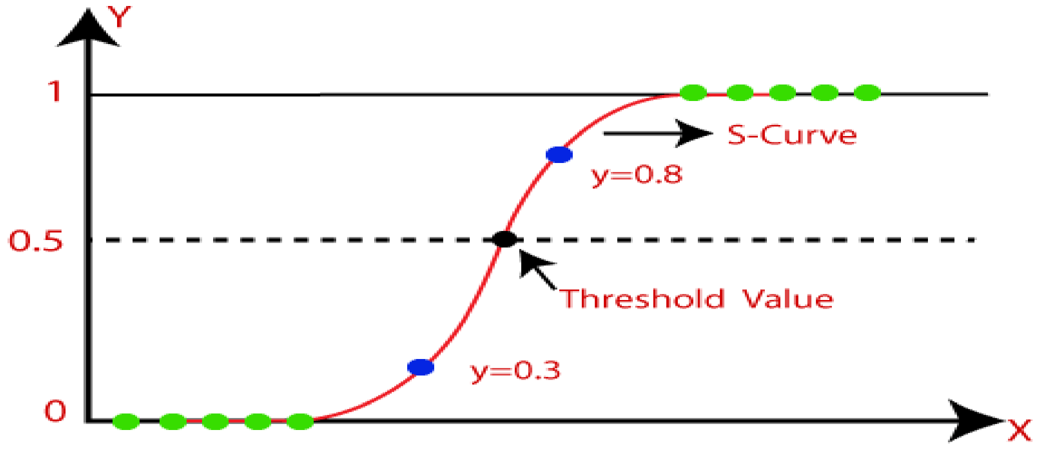
Rather than fitting a relapse line, we fit a "S" moulded strategic capacity in LR, which predicts two most extreme qualities (0 or 1).

The LR's capacity to curve likelihood of things like whether or not the cells are harmful, whether or not a mouse is corpulent in view of its weight, etc.

Since it can create probabilities and characterize new information utilizing both consistent and discrete datasets, LR is a key ML approach.

LR relapse might be utilized to order perceptions in view of many types of information and can rapidly recognize the most helpful elements for arrangement.

The logistic function is depicted in the graphic below:



Regression equation that has been calculated: The logistic regression equation can be obtained using the linear regression equation. The numerical steps to acquire the requirements for Logistic Regression are presented next:

$$y = b_0 + b_1x_1 + b_2x_2 + b_3x_3 + \cdots + b_nx_n$$

$\frac{y}{1-y}$; 0 for y= 0, and infinity for y=1

$$log\left[\frac{y}{1-y}\right] = b_0 + b_1x_1 + b_2x_2 + b_3x_3 + \cdots + b_nx_n$$

The final Logistic Regression equation is as follows.

Steps in Logistic Regression: In order to implement logistic regression in Python, we'll use the same techniques as in preceding chapters on regression. Following are the steps:

Data Step before processing

Rational Regression Customising the Training Set

estimating a test's results

Check the result's accuracy (Creation of Confusion matrix)

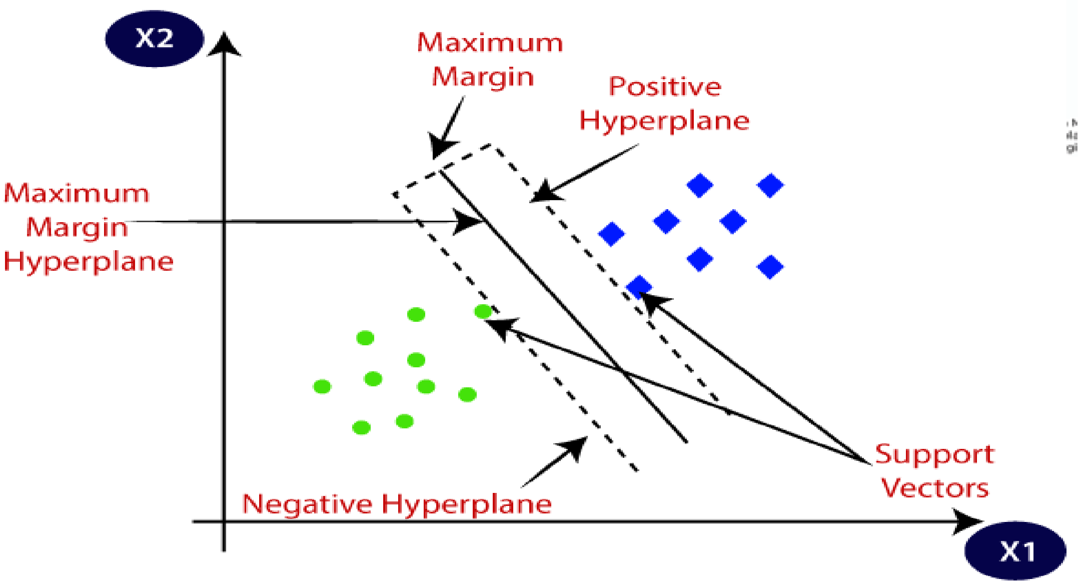
Visualizing the results of the test set.

III. SVM (Support Vector Machine)

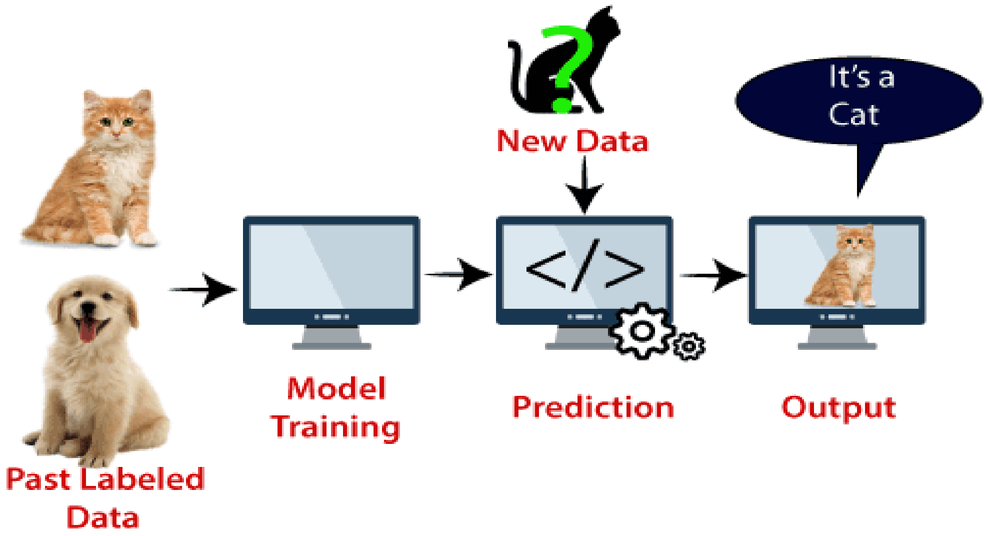
SVM is a complex administered method that performs well on both little and huge datasets. SVMs, or Support Vector Machines, can be utilized for both relapse and characterization assignments, but they perform better in order circumstances. They were very well known when they were first evolved during the 1990s, and they keep on being the go-to answer for a high-performing calculation with a little tweaking.

The goal of the SVM computation is to identify the best line or choice limit for categorising n-layered space so that more information foci can be quickly added and afterwards placed in the appropriate category. The best decision limit is known as a hyperplane.

SVM is used to select the outlandish focuses and vectors that contribute to the hyperplane. The calculation is referred as as a "Support Vector Machine" and involves support vectors, which are the outlandish cases. Take a look at the graphic below, which demonstrates how to organise two different categories using a choice limit or hyperplane:



Using the model that we employed in the KNN classifier may help you understand SVM better. We may utilise the SVM method to create a model that can accurately determine whether a strange feline or canine is present if it has some canine-like traits as well. In order to teach our model about the many traits of cats and dogs, we will first supply it with a plethora of photos of them. this peculiar animal. In light of the fact that the aid vector frames a choice limit between these two pieces of information (feline and canine) and selects outrageous situations (support vectors), the outrageous instance of feline and canine will therefore be displayed. It will classify it as a feline based on the basis of the help vectors. Think about the graph below:



How truly does Support Vector Machine function?

SVM is only described in terms of the help vectors; we don't need to frequently consider various perceptions because the edge is determined using the points closest to the hyperplane (support vectors), but the classifier in strategic relapse is described over all locations. As a result, SVM gains from a few built-in speedups.

IV. Random Forest

Irregular woods are a regulated learning strategy that can be utilized to arrange and foresee information. Nonetheless, it is for the most part utilized to address classification issues. A woodland, obviously, is comprised of trees, and more trees approaches more solid backwoods. Also, the Random Forest technique develops choice trees from information tests, removes expectations from each, and afterward decides on the most ideal choice. It's a troupe strategy that is predominant than a solitary choice tree since its midpoints the outcomes to lessen over-fitting.

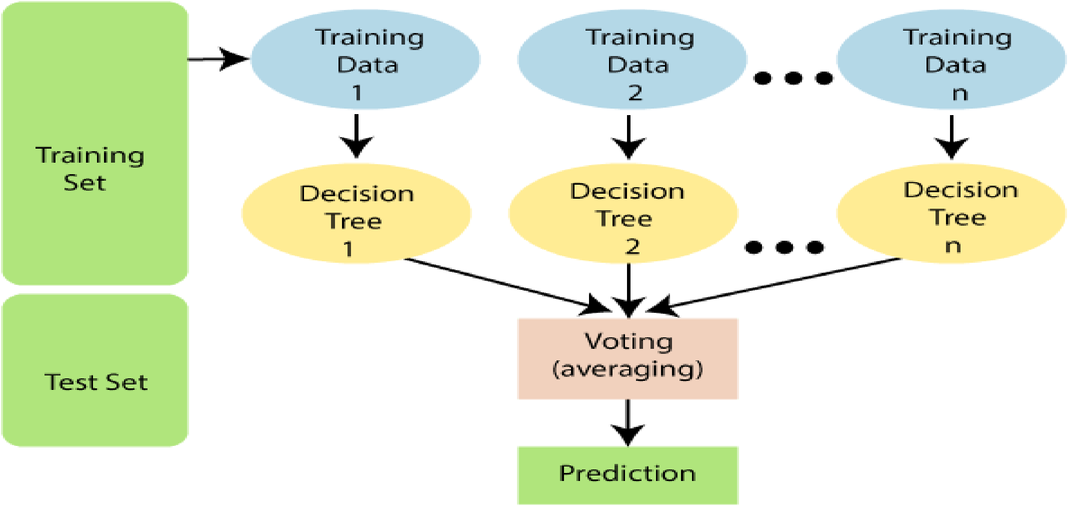
Irregular woods are a bunch of tree indicators where the upsides of an arbitrary vector gathered autonomously and with similar circulation for all trees in the backwoods are utilized to figure the conduct of each tree. As the quantity of trees in backwoods develops bigger, the speculation blunder meets a.s. as far as possible. The strength of individual trees in the backwoods and their affiliation decide the speculation blunder of a woods of tree classifiers. When a random selection of characteristics is used to divide each hub, the error rates are equivalent to Adaboost, but they are more resilient to disruption (Y. Freund and R. Schapire, Machine Learning: Proceedings of the Thirteenth International Conference, 148-156). Inner evaluations are used to show the response to increasing the number of criteria utilised in the parting by observing mistake, strength, and relationship. Internal gauges are also used to evaluate the significance of various variables. These ideas can also be applied to stop relapses.

Definition 1.1. An irregular wood is a classifier that consists of a variety of tree-organized classifiers, each of which makes a unit decision for the most popular class at input x. The k variables are free, independently circulated arbitrary vectors in an irregular wood.

According to its name, irregular forest is a classifier that uses distinct decision trees on different subsets of a given dataset and uses the normal to increase the predicted accuracy of that dataset. Instead of relying solely on one decision tree, the irregular woods collect the hypotheses from each tree and forecasts the final outcome based on the majority of votes from forecasts.

The woods are more precise and the overfitting problem is avoided the more trees there are in it.

The image below shows the Random Forest method:



How truly does Random Forest algorithm work?

Two phases make up the random forest framework: first, combine N selection trees to collect independent trees, and then wait for each tree to be produced in the main step. The following processes and diagrams can serve as an illustration of the workflow.

First, pick out a single K element from the preparation set.

Create the selection tree linked to the selected data elements (Subset) in step two.

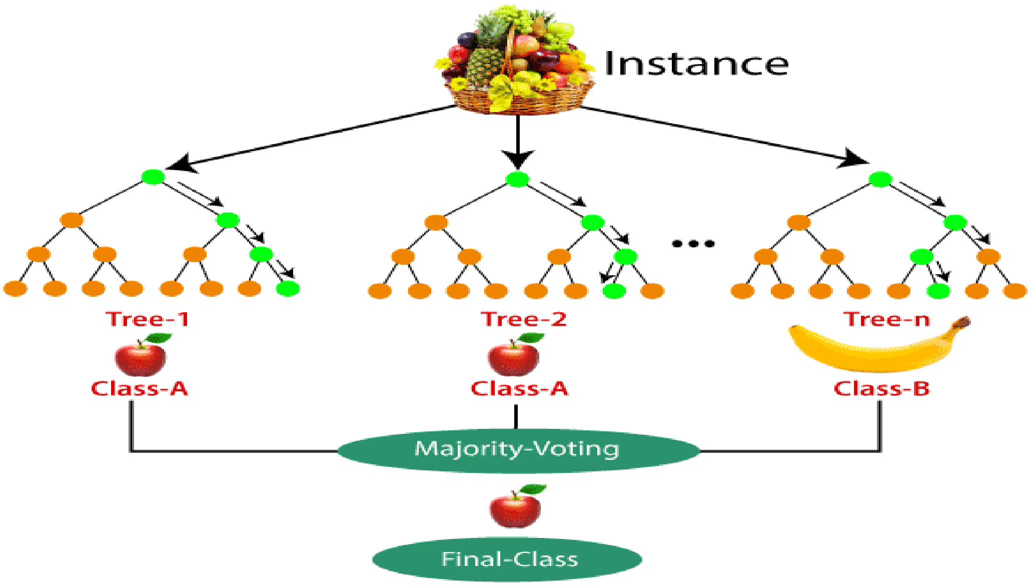
Step 3: For the tree you need to add, choose the letter N.

Steps 1 and 2 should be repeated.

Step 5: Execute the expectation of each option tree for new items, then transmit the updated information to the categorization by deciding on the primary component.

The following model can help you better understand the calculation:

For instance: Imagine you have a database with pictures of different natural goods. In a same vein, a random backwoods classifier is fed the data set. Each option tree is given a portion of the data set, which is separated into pieces. Each selection tree generates a prediction result during the training phase, and if another data point appears, the random forest classifier predicts the final outcome by taking into account the majority of results. Look at the picture below:



V. Table of Comparisons: -

Sr no.	Factors	Logistic Regression	Support Vector Machine	Random Forest
1]	Definition	a statistical analysis method that makes a binary prediction, such as "yes" or "no," based on the data set's initial observations.	a method for locating a hyperplane in an N-dimensional space that can categorise data points in a specific way.	On various samples, it constructs decision trees and, in the case of regression, offers categorization and average votes.
2]	Classification	LR is used only for classification problems.	Problems involving classification and regression are solved with random forests.	Classification and regression issues are solved with SVM.

3]	Method	It is linear method.	It is linear but kernel makes it non-linear method.	It is inherently non-linear method.
4]	Result	It gives us probability estimates which makes it easier to interpret the result.	It also gives us probability estimates but it is harder than logistic regression to interpret the results.	It lacks in interpretation because each individual decision tree is interpretable but when we take an average then we don't really know, why we get that specific prediction.
5]	Speed	It is fast, but slower than SVM.	It is the fastest algorithm among the three of them.	It is the slowest algorithm among the three of them.
6]	Data	It has some difficulty with high dimensional information	It also has some difficulty with high dimensional information.	It can manage high dimensional information.
7]	Outliers	It cannot handle the outliers.	It handles the outliers better.	It handles outliers as well as noisy data.
8]	Multi-Class handling	It can handle multi-class methods easily.	It is best suited for binary classification because we don't have a inherently multi-class method.	It best for handling the multi-class methods.
9]	Time Complexity	O(n*d) Time Complexity	O(n3) Time Complexity	O (depth of tree*k) time complexity K = number of decision trees.
10]	Space Complexity	O(d) Space Complexity = number of dimensions	O(n2) Space Complexity	O (depth of tree*k) Space Complexity
11)	Advantages	A probabilistic approach provides information about	Performer is not biased by the publisher and is not	Robust and accurate, good performance in many nonlinear

		the statistical significance of the trait.	sensitive to bias.	problems.
12)	Disadvantages	The assumptions of logistic regression.	It is not suitable for non-linear problems; it is not the best choice for a large number of functions.	No significant transplanting can easily happen, the number of trees must be chosen.

VI. Applications: -

Logistic Regression: -

AI, most clinical callings, and sociologies are generally instances of where calculated relapse is applied. Boyd et al., for instance, utilized calculated relapse to set up the Trauma and Injury Severity Score (TRISS), which is habitually used to anticipate passing in harmed patients. Numerous other clinical scales that are utilized to decide a patient's seriousness were made utilizing strategic relapse. Calculated relapse can be used to predict the possibility of nurturing a certain infection (such as diabetes or cardiac illness) based on the patient's observed highlights (age, sex, weight history, results of several blood tests, etc.). According on their age, income, sex, race, place of residence, prior political race votes, etc., another model would predict whether a Nepalese elector would vote for the Nepali Congress, the Communist Party of Nepal, or Any Other Party. The method can also be applied to design, particularly to determine the likelihood that a cycle, structure, or product would fail. It is also utilised in marketing applications like predicting a customer's likelihood to buy an item or cancel a membership, etc. It can be used to predict whether or not someone will enter the workforce in financial aspects, and it is frequently used in business to predict whether or not a property owner will default on a mortgage. In normal language handling, restrictive irregular fields are used as an addition to strategic relapse to subsequent information.

SVM (Support Vector Machine): -

1 Face recognition - SVM classifies the face and non-face part of the image and creates a square border around the face.

2 Text and Hypertext forms - SVM supports both inductive and transductive modelling in text and hypertext forms. They categorise records into several classes using data processing. The argument stated, the ensuing dispute, and the respect at-risk are the main points.

3 picture Classification - Using SVMs improves picture classification accuracy. Compared to traditional research that is focused on methods, it offers greater precision.

4 Protein characterisation and disease sequencing are both included in bioinformatics. To differentiate between patients based on traits and other organic issues, the order of the descriptors is used.

5 To calculate protein homology-distance, use the SVM method to determine protein coverage.

6 Handwriting Recognition - To identify frequently used handwritten characters, we employ SVM.

Use SVM-based Generalised Pre-Control (GPC) to manage turbulent elements with valuable boundaries.

Random Forest: -

These algorithms are used in various industries which help in designing better business strategies.

Finance: The use of algorithms makes it possible to do activities like data management more quickly. Fraud and underpricing problems can be discovered by evaluating consumers with high credit risk.

Medicine: In the field of computational biology, random forest algorithms are frequently used to address a variety of issues, including the classification of gene expression, the identification of biomarkers, and the interpretation of sequences. The doctor can then assess how the medicine will affect a particular drug in this way.

E-commerce: Used to offer machines for sale.

Conclusions

1) Random Forest

Random Forest are viable in forecast, it produces in great outcome in arrangement, more precise however it is tedious.

This paper's primary goal was to give an audit of flow business linked to the Random Forest classifier and identify potential future research directions in that area.

Random Forests are a viable device in expectation. They give serious results with respect to helping and versatile packing, yet don't dynamically change the preparation set. Arbitrary information sources and irregular elements produce great outcomes in order less so in relapse.

The irregular forest classifier is a group strategy and therefore more accurate, yet it is tedious in contrast to other individual ordering procedures. Basically, we tried to map the result achieved to improve the accuracy and improve the performance of Random Forest.

Introduced as a Comparison Chart, this investigation will fill in as a search rule for future investigation associated with the Random Forest Classifier.

2) SVM: -

As an extremely proficient order model in AI, support vector machine enjoys benefits like great speculation, hardly any boundaries, and the capacity to produce worldwide ideal arrangements. It is an excellent decision for individuals to handle information, dissect information, and foresee information.

With regards to the present large information, support vector machines, as a conventional order strategy, are as yet appropriate because of the predominance of their design and calculations. SVM are prepared by tackling a compelled quadratic streamlining issue. SVM, executes planning of contributions onto a high layered space utilizing a bunch of nonlinear premise capacities.

In short, the advancement of SVM is a totally not quite the same as

typical calculations utilized for learning and SVM gives another understanding into this learning. Support Vector Machines goes about as one of the most amazing ways to deal with information demonstrating.

3) Logistic regression

That the vital portrayal in strategic relapse are the coefficients, very much like direct relapse. That making forecasts utilizing calculated relapse is simple that you can do it in dominate. That the information groundwork for strategic relapse is similar as direct relapse.

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12

Telecom Customer Churn Prediction: A Review

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Abstract—

In recent years, predicting customer-churn in the telecom sector has been one of the most popular study subjects. It entails identifying clients who are inclined to revoke their service subscriptions. The mobile telecommunications market has undergone a transformation from one of rapid growth to one of saturation and intense rivalry. Since these customers are more likely to migrate to the competitor in the near future, telecommunications companies are now more focused on keeping their current clients. The process of creating a robust and reliable churn prediction model takes time, but it is crucial. This paper provides an excellent overview of customer churn, including its impacts, causes, consequences for businesses, methodology, and all churn prediction strategies. It comprises a wide range of methodologies proposed by previous studies as well as the technology used in these studies. New researchers will be able to find all the data they require for their churn prediction model requirements in one place thanks to this study. This report provides a thorough analysis by thoroughly outlining the research that has been done in the area and will act as a vast knowledge base for all predictions of churn in the telecom industry.

I. INTRODUCTION

Today's communication technology industry is very competitive. Customer turnover is presently a critical issue affecting essentially all telecoms' sectors globally. The telecommunications paradigm defines churn as the process by which consumers leave an organization and stop using its services due to dissatisfaction with the services and superior offerings from other network providers within the customer's affordable price range. The corporation can suffer a loss of earnings as a result of this. Keeping customers has also grown to be a challenge. In order to build an effective churn prediction model, various elements are taken into account, including customer behavior data, the technique employed, among other things, feature selection and customer social networks. These components help create a churn-prediction model and increase its utility. After the model has been constructed, it is required to assess its performance to the performance criteria.

This paper's goal is to give researchers a platform to make this process easier and, in turn, spend less time and effort on such tasks. It also gives a very thorough introduction to churn and churn prediction, as well as the effects of churn prediction on various businesses and the causes of churn. The study covered many approaches to churn prediction in literature. Before creating a churn prediction model, it is crucial for the telecom industry to have a thorough grasp of the dataset. This report provides a comprehensive overview by listing all available datasets, together with information on their size and other properties. that have been employed by prior studies. Additionally, the report describes the various attribute types that can be found in provided telecom datasets.

The goal of the churn analysis [7] is to identify among the customers who will discontinue using a product or service. Additionally, a data mining-based project called the customer churn study will be used to uncover these possibilities. Due to today's intense competition, many businesses are now offering the same product at remarkably similar levels of service and quality.

By giving each client a likelihood, the Churn-Analysis [8makes it possible to predict events with precision in which consumers will discontinue using services or goods. According to consumer segments and the magnitude of the loss, this study can be carried out (monetary equivalent). These evaluations can be used to inform how to better communicate with customers in order to influence them and win their loyalty. The churn rate, also known as customer attrition, can be used to design marketing efforts that are effective for your target audience. Profitability can thus be greatly increased or potential damage from client loss can be decreased at the same rate. Churn rate, for instance, is measured as 10% if a service provider with 2-million subscribers gets 750.000 new members while losing 275.000 clients. The number of customers a company loses has a big impact on how much it is worth financially. Therefore, the majority of businesses monitor their client value on a monthly or quarterly basis.

II. ANALYSIS OF CUSTOMER CHURN PREDICTION METHODOLOGIES

The bulk of the previous churn prediction systems produced incredibly accurate forecasts using algorithms using meta-heuristics and machine learning. While some authors aimed at improving data samples through efficient pre-processing and the inclusion of social characteristics [8], feature extraction, and selection techniques, others focused on using algorithms like SVM and ANN. These sorts of surveys are essential for coming up with new solutions to the age-old churn issue [9].

The need for balanced data for customer attrition prediction was emphasized by J. Burez et al. [1]. By using sampling (random and sophisticated undersampling), to improve the accuracy of churn-prediction, balancing is done between a cost-sensitive learner (weighted-random forests) and boosting (gradient boosting machine).

Yet, the usefulness of one of these methods—random variable selection—is affected. Veronika Effendy et al. [2] offered a workable solution to the problem of processing unbalanced data in order to improve customer churn forecasting. To improve the precision of churn prediction, the suggested method uses sampling and Weighted-Random Forest (WRF) to balance the dataset. The sampling procedure employs both SMOTE and undersampling. The data is classified using WRF for precise churn prediction, the fundamental step requires sampling for issues with data imbalance. The combined sampling method results in higher F-measure and accuracy values, illustrating how fewer data records are needed for accurate prediction. Despite the performance being rather respectable, the basic under-sampling technique is not very noteworthy.

To improve churn and detect insurance fraud, G. Ganesh Sundarkumar et al. [3] introduced under-sampling using a oneclass SVM. Before employing machine learning techniques for classification, the data are first undersampled using one-class SVM. The findings demonstrate that the decision-tree surpasses competing classification methods and, when combined with one-class SVM, lowers system complexity while increasing prediction accuracy.

The present customer churn prediction methodologies, according to Qiu Yihui et al. [4], cannot fully meet the application demands because they lack a set of scientific, systemic, and procedural underpinnings. The authors suggested a feature selection method based on the orientation-ordering pruning method (OOPM). The classifier combination is pruned using this method rather than handling attribute selection. The second phase involves using higher-level consumer data to extract various features using a feature extraction method called FE RF&T. The results of the evaluation show that the FE RF&T with OOPM enhances churn prediction.

Feature-based Churn-prediction Improvement

A paradigm for complementing the fusing of multilayer characteristics to boost churn prediction rate was established by Qiuhua Shen et al. [5]. The proposed architecture mostly used feature factorization and feature generation to integrate features.

Our method improves the precision of churn forecasts by addressing the issue of large dimensionality and unbalanced data. Sebastián Maldonado et al. suggested a helpful method for choosing features based on the profit model in [6]. This strategy focuses on choosing the most important traits for the classifier stage. The feature parameters are carefully chosen for profit, much as the SVM-classifier is built on a profit foundation. The method enables more flexible usage of the kernel functions for improved prediction accuracy. Yet, SVM as a fundamental classifier does not abide by the law.

Machine-Learning Methods

To increase churn prediction's precision, SVM for structural risk minimization was suggested by Xia Guo-en et al. [7]. The suggested method concentrates on foreseeing infrastructure vulnerabilities and establishing a link between them and customer turnover. The main advantages include high churn rates, less missing records, excellent precision regardless of how many attributes, and non-linearity data. The weight of the customer sample data and the selection of the kernel function, however, are flawed. High dimension and non-linear time sequences are also not handled correctly.

Yaya Xie-et al proved balanced-random forests (IBRF)-based churn prediction was put forth in their study by [30]. This approach incorporates sampling techniques and cost-sensitive learning while using random forests to anticipate churn. Performance limitations arise, however, because time-varying variables really aren't taken into account while making predictions.

Bayesian networks (BN), neural-networks (NN), support-vector machines (SVM), and other machine-learning methods have all been employed by Ionut Brândusoiu et al. to predict churn [11]. Using Multi-Layer-Perceptron (MLP), SVM, and BN, the authors examined data from the telecom industry. The dataset is first preprocessed using Principal Component Analysis (PCA) before machine learning categorization. According to evaluation results, SVM delivers a higher degree of accuracy compared to MLP and BN. The main reason for concern is that particular, efficient algorithms rather than ensemble approaches or mixed machine learning are utilized to predict churn.

Preeti K. Dalvi [12] suggested a churn-prediction method combining decision-trees and logistic-regression. The suggested approach is based on integrating data-mining and machine-learning strategies and evaluating their effectiveness side by side. Based on the rules and strategies, The decision tree offers a visual representation of the available facts, and logistic regression is used to measure the effect of each variable on the choice to churn. The evaluation's results demonstrate that using this method increases prediction accuracy. The technique has the disadvantage of having a very tiny class universe, however, it also cuts down on the time needed for churn prediction.

Hybrid Churn Prediction Methods

In order to predict churn in virtual settings, Hsiu-Yu Liao et al. [13] devised an approach. The authors of this paper used a hybrid-classification model that included machine learning and meta-heuristics. When determining consumer behavior, It considers and incorporates the financial cost, user behavior, and social- neighbor traits.

As a result, the proposed model forecasts the churn precisely and rapidly. Even though churn prediction is improved by the hybrid-model with merged features, the multi objective problem develops when various features are considered.

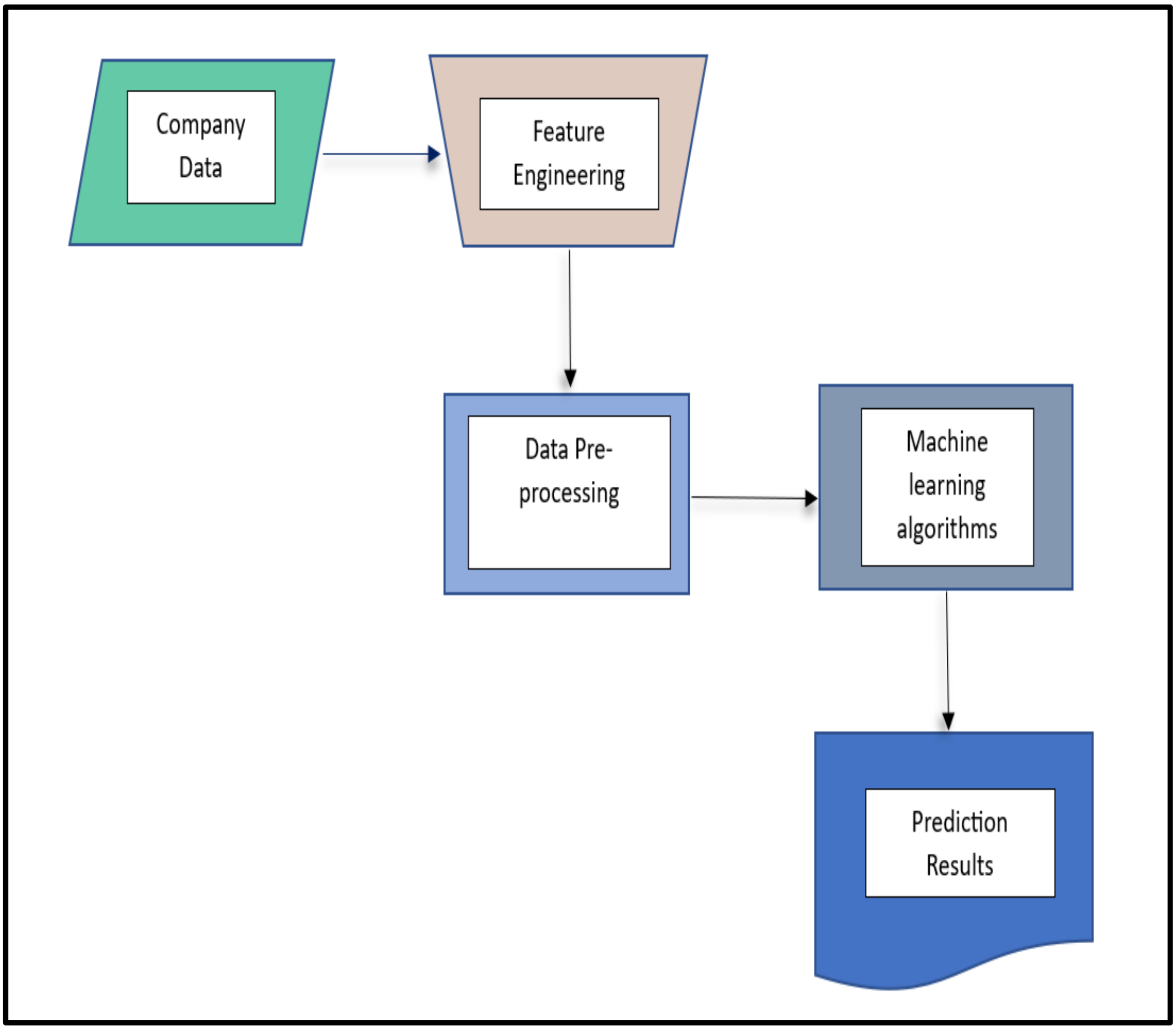

Figure 1: Basic ML Pipeline

Table 1: Churn- Prediction Methods: Comparison WRF: Weighted Random Forest, SVM: Support Vector Machine, FE_RF&T: based on Transduction and Random Forest, a feature extraction technique, OOPM: Orientation Ordering Pruning Methodology, AUC: Area Under the Curve, CFS: correlation-based feature selection

AUTHOR	DATASET	METHOD	ADVANTAG	DISADVANTAG	OUTCOME/

			ES	ES	FINDINGS
J. Burez et al, [1]	Six real-world, exclusive European churn modelling datasets	Gradient boosting technology, random and sophisticated undersampling, and WRF	Improves churn prediction accuracy.	The overall performance is reduced by the individual issues.	The findings demonstrate that under-sampling can increase prediction accuracy, particularly when AUC is used as a measurement. Weighted random forests outperform CUBE for cost-sensitive learner performance
Veronikha Effendy et al, [2]	Categorical type churn data	Combined sampling with WRF	High F-measure and prediction accuracy levels. Resolves imbalanced data issues.	The most common under-sampling technique is used.	In addition to selecting the correct target (by raising the value of the top decile), more research is required to

					establish which characteristics are most likely to cause customers to churn.
G. Ganesh-Sundarkumar- et al, [3]	Insurance dataset	Decision tree and one-class SVM undersampling	High precision and a simplified system	Detecting fraud is a more practical application than predicting turnover	AUC was significantly improved when undersampling using the sigmoid kernel compared to other methods, whereas undersampling using the radial basis kernel produced high AUC.
Qiu Yihui et al, [4]	Chie Mobile Communication's system for conducting business	FE RF&T feature extraction and OOPM feature	Incredibly precise churn forecast eliminates unneeded data.	Application requirements are only met based on test sample distribution data.	OOPM and FE_RF&T methods improve learning

	analyses.	selection			machine performance .
Qiuhua Shen et al, [5]	European telecommunications company data	Based on the complementary fusion of multiple-layer information, churn prediction	Improved dimensionality reduction and high prediction	The problem of unbalanced data recurs when feature selection is insufficient.	The "churn" prediction aim can be effectively reached with INTER, CMP, and CUSP. The experimental results showed that this method is better than CFS
Sebastián Maldonado et al, [6]	UCI-Telecom, Operator 1, Cell2Cell	Profit based SVM	Improved accuracy with a business focus.	Regulatory requirements are not met in SVM	According to experimental findings, our models perform better than traditional feature selection strategies in terms of business-related

					goals.
Xia Guo-en et al, [7]	UCI data & Home telecommunication carry dataset	SVM	Better accuracy even when there are many attributes present, a high churn rate, etc.	Inappropriate choice of kernel function and weights. There is a high dimensionality issue.	Customer churn was predicted using SVM on structural risk reduction, which had the highest accuracy, hit rate, covering rate, and lift coefficient.
Hsiu-Yu Liao et al, [13]	Roomi dataset	Hybrid classification with combined features	High forecast accuracy in a short amount of time.	There is a multi-objective issue.	Under various classification techniques, hybrid customer churn prediction performs well. It shows how virtual world platform providers

					can evaluate useractivity, neighboring activity, and neighborhood energy.

III. CHURN-PREDICTION METHODOLOGIES: COMPARISON

The methods examined are enumerated and contrasted in this part based on their benefits and drawbacks. Table 1 presents the comparisons. The numerous methodologies can be understood much more easily thanks to this table, which also helps the readers grasp the goal of the study. The table shows that hybrid approaches, such as hybrid machine learning offer high accuracy in churn prediction. SVM, ANN, SOM, and other hybrid models offer great accuracy with less complicated computations.

IV. CONCLUSION

The issue of client churn and the advantages of foreseeing attrition are first discussed in the context of telecom enterprises. The information on the datasets being examined and a description of the most significant churn prediction techniques currently in use are provided in the table above. Our review's emphasis on accurately anticipating churn as well as on the causes of churn and the shortcomings of current approaches is its most crucial component. All these processes aim to predict client turnover, with some utilizing direct machine learning approaches and others utilizing indirect methods to improve data pre-processing and feature selection strategies. Based on these findings, it can be said that hybrid techniques, as opposed to only one algorithm, produce the most accurate churn predictions. We are motivated to create a hybrid churn- prediction model of our own in the future given the wider breadth of the churn prediction research.

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13

Sports Analysis Using Machine Learning

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Abstract:

With the advent of big data and machine learning approaches, sports analysis has experienced a substantial revolution. Large-scale data analysis has been transformed by machine learning, which has also revealed insights that were difficult or impossible to discover with more conventional qualitative methods in the past. This study analyzes machine learning based sports analysis, emphasizing the methodologies and approaches used as well as the applications and difficulties.

Data from numerous sources, such as player monitoring, social media, and video feeds, are analyzed using machine learning models. like neural networks and decision trees. Decisions on player choice, game strategy, injury prevention, and fan engagement may be made using the knowledge gained from these assessments. The need for more thorough and data, the blending of many data and the moral application of data are the difficulties. Despite these difficulties, machine learning is set to become more widely used in sports analysis, offering insightful data and raising the level of competition.

KEYWORDS: Sports analytics, Data-driven sports performance, Machine learning algorithms, Athlete tracking, Game strategy development, Predictive modeling, Data quality, Interpretability, Performance prediction, Injury prediction, Sports technology, Wearable devices, big data, Sports science, Performance optimization.

INTRODUCTION

Modern sports performance has grown significantly impacted by sports analysis, which offers players, coaches, and analysts' insightful knowledge and data. Machine learning algorithms may be used to assess the massive volumes of data produced by the growing usage of sensors, cameras, and wearable technology. In order to handle and evaluate huge data sets, machine learning has emerged as a potent technology that can be utilized to provide a greater knowledge of sports performance and assist find areas for growth.

The goal of this study is to find out a comprehensive review of machine learning's current state-of-the-art in sports analysis. We'll look at the numerous approaches and procedures used in the industry, including feature selection, data pre-processing, and model construction.

We will also go through the uses of machine learning in sports analysis, such as player monitoring, injury prediction, and game plan formulation. We will also discuss a few difficulties with machine learning in sports analysis, including data quality, interpretability, and model generalization.

Ultimately, our goal is to provide a thorough overview of machine learning's application to sports analysis, emphasizing how it has the potential to revolutionize how sports are practiced, taught, and studied. Our results should stimulate further investigation and advancement in this fascinating area.

LITERATURE REVIEW

Traditional methods of sports analysis have depended on qualitative evaluations and subjective observations, which are vulnerable to prejudice and inconsistent results. The emergence of big data and machine learning, however, has completely changed how sports analysis is done by making it feasible to analyze vast volumes of data and draw conclusions that were previously difficult or impossible to draw.

Athlete tracking is one of the key uses of machine learning in sports analysis. Sensors and cameras are used by athlete tracking systems to gather information about an athlete's performance and movement during practice and competition. The data may then be analysed using machine learning techniques to provide information on things like technique, speed, and endurance. For instance, it has been shown that using machine learning in athlete monitoring would increase the precision of performance forecasts and lower the risk of injury.

Game strategy creation is another area in which machine learning has been used in sports analysis. In order to find trends and forecast the results of upcoming games, machine learning algorithms may be trained on past game data. This may aid in the development of better game plans and the ability of coaches and analysts to make better game-related judgements. For instance, models that can accurately predict the results of soccer matches have been created using machine learning.

Unfortunately, there are a number of difficulties in applying machine learning to sports analysis. The quality of the data is one of the major issues. Machine learning models' accuracy may be impacted by sports data that is noisy, lacking, and inconsistent. Interpretability presents another difficulty. Coaches and analysts may find it difficult to comprehend the insights produced by machine learning models since these models might be tricky to interpret.

In conclusion, the field of sports analysis has been transformed by the availability of large amounts of data and machine learning. The way sports are played, taught, and studied might all be revolutionized by the machine learning in analysis. To fully use the capabilities of this technology, however, a number of problems are also presented by the machine learning in sports analysis.

IMPLEMENTATION

This model uses a Random Forest algorithm to make predictions by creating decision trees based on factors such as toss winners, players, venue, and DL methodology. It also uses SVM to distinguish between different algorithms. Essentially, the model makes accurate predictions by analyzing data and using algorithms to identify patterns and make decisions.

1) **Random forest algorithm:** Random Forest is a type of machine learning that creates multiple decision trees using different sets of data. Each decision tree has the same starting point but different results, and these results are combined to find an average solution. The final decision is made by the random forest, which chooses the decision that is supported by the majority of the trees. In simpler terms, Random Forest is a method of combining the results of multiple decision trees to make more accurate predictions.

2) **SVM algorithm:** Support Vector Machine (SVM) is a type of machine learning algorithm used for classification or regression problems, although it's mainly used for classification. The algorithm plots each data point as a point in an n-dimensional space, where n is the number of features, and assigns each point a value. This allows the algorithm to predict not only the winner of a match, but also the expected number of runs to be scored by both teams.

RESULTS

Some important discoveries emerged from our thorough evaluation of the literature on sports analysis using machine learning. Secondly, we discovered that artificial intelligence has been used in a number of sports, including baseball, basketball, tennis, and soccer. The most commonly used machine learning method was supervised learning, which involved training models to predict outcomes or classify data.

Using unsupervised learning, dimensionality reduction and grouping were also accomplished. The creation of intelligent agents capable of making the best judgements in challenging circumstances made use of reinforcement learning. Natural language processing and picture identification were both accomplished using deep learning.

We also identified several applications of machine learning in sports analysis, including performance prediction and optimization, game strategy development, and injury prediction. Athlete monitoring data analysis and the creation of individualized training plans also utilized machine learning. Additionally, automatic highlight generating and real-time analytics have been used in sports broadcasting using machine learning. We discovered that the two biggest problems in machine learning sports analysis were data quality and interpretability. Missing or incorrect data may have an impact on how well machine learning models perform, and it can be challenging to integrate and standardize data from many sources and formats. Moreover, machine learning models may be tricky to comprehend, making it difficult to obtain knowledge and base judgements on the findings.

Overall, our review highlights the potential of machine learning in sports analysis, but also emphasizes the need for careful consideration of data quality and interpretability issues.

DISCUSSION

The application of machine learning in sports analysis has the potential to revolutionize the way sports are played, coached, and analyzed. The ability to process and analyze vast amounts of data from various sources, such as player monitoring, social media, and video feeds, can provide valuable insights into player performance, injury prevention, game strategy, and fan engagement. The integration of machine learning in sports analysis has enormous potential to improve sports performance and enhance the overall fan experience. However, it is important to address the challenges associated with data quality and interpretability to ensure the effective and ethical use of machine learning in sports analysis. As technology continues to advance, it will be exciting to see how machine learning will further transform the world of sports.

CONCLUSION

Choosing the right team is important for winning a match. Our goal is to analyze IPL cricket data and predict the outcome of a match. We used three classification algorithms and compared them to find the best one. We used Anaconda Navigator and Jupyter for implementation. The Random Forest algorithm was found to be the most accurate with an 85.582% prediction rate. By using this prediction, we can form the best team.

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14

Driver Drowsiness Detection Using Inceptionv3 with Automatic Whatsapp Message Sender

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Abstract

Human Driver drowsiness is one of the main reasons for road accidents in the world. To prevent such accidents, a driver drowsiness detection system is proposed in this research paper. InceptionV3, a deep learning architecture, is used to classify the driver's facial expressions and detect drowsiness. The system is integrated with a real time frame capturing camera, which captures the driver's face, and the model processes the images in real-time to identify drowsiness of the human driver. Once the system detects that the driver is drowsy, an automatic WhatsApp message is sent to a predefined contact to alert them of the situation. This proposed system yields higher accuracy in drowsiness detection, and the automatic WhatsApp message sending feature can provide timely assistance to prevent potential accidents.

Index Terms- Driver drowsiness, InceptionV3, Deep learning, Facial expression, Real-time processing, Automatic message sending on WhatsApp.

I. INTRODUCTION

Driver drowsiness is a major contributor to road accidents in India, which lead to numerous fatalities and injuries each year. Common reasons for driver fatigue include long hours of driving and inadequate rest. To prevent such accidents, it is crucial to develop effective measures to detect and alert drivers in case of drowsiness. Recent advancements in deep learning techniques and computer vision has made major development of driver drowsiness detection systems that can monitor a driver's behaviour and mitigate drowsiness-related accidents.

This study proposes a driver drowsiness detection system that employs the InceptionV3 deep learning architecture to detect drowsiness based on facial expressions. In real-time, the system captures the driver's face using a camera, which is processed using the InceptionV3 model. The system can accurately detect drowsiness and is equipped with an automatic message sender that utilizes WhatsApp to notify a designated contact about the driver's drowsy state.

This proposed system aims to enhance road safety in India by reducing accidents caused by driver drowsiness. The integration of automatic message sending using WhatsApp can provide timely assistance to the driver, thus preventing potential accidents.

II. IDENTIFY, RESEARCH AND COLLECT IDEA

The literature survey/review conducted here covers multiple research papers and existing state-of-the-art systems proposed or implemented for Driver distraction recognition systems. This survey aims to study the existing methods and evaluate and propose further investigation and in potential areas.

Human Driver Distraction/Drowsiness Detection with a Camera Vision System [1,5]: this system implements System Interface to monitor driving focus and recognize the driver’s distraction from driving based on the visual inputs provided. The system also monitors the lane and provides a lane tracking module which helps to track the lane of the vehicle, primarily cars and trucks. Together, the system tracks both lanes and the driver’s attention using the visual inputs from the sensory data. The system operates the rule and support vector machine (SVM) distribution method, combining vision and lane data. This detects the visual and cognitive functions of the driver's eyes. The outcomes showed a positive rate of more than 80% in visual noise detection and 68-86% in emotional noise detection. But this approach of coupling lane tracking and driver distraction is limited to the driver's attention and lane-based roads. This system can have shortcomings for many out of the scope and catastrophic real-world situations. Therefore, a more reliable yet simpler axioms or parameters are required to improve the accuracy.

Lane Deviation based approach: This approach does not involve any facial tracking but a simple pattern finding algorithm which monitors lane deviation and tracks the pattern to recognize if the driver is going off the lane, assuming the driver is drowsing.

Another method is brain activity tracking and inferring the drowsiness and sleep through brain wave signals acquired through electronic sensors, such as Electrocardiogram, and Electroencephalogram data. Also, Electrooculography plays a key role. The received signals are divided into three primary states that are alpha, delta and theta. The accuracy for this method is around 90% but the issue with this approach is feasibility. To accomplish this, the peripheral sensors for collecting signals should be stuck to the human driver all the time. But this can be practically uncomfortable and not feasible for the long term.

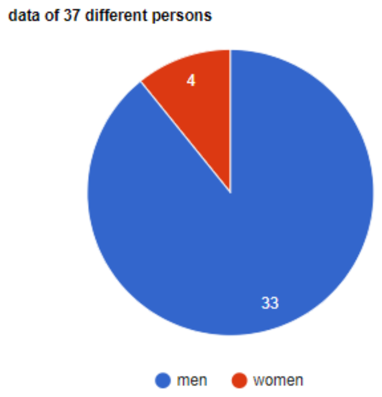
Another recent approach which has gained popularity is computer vision, thanks to the widely available datasets and Machine Learning Algorithms with good accuracy to find patterns. There are numerous ML algorithms for computer vision like SVM, CNN etc. The only catch for this approach where all the accuracy gets deviated is the axioms / parameters taken as inputs and the algorithm. The accuracy and feasibility to solve/improve for this particular problem needs a fine-tuned algorithm for this specific use case. This is what our proposed system is about. We are using InceptionV3 which is fine tuned for use cases like these and will yield best accuracy.

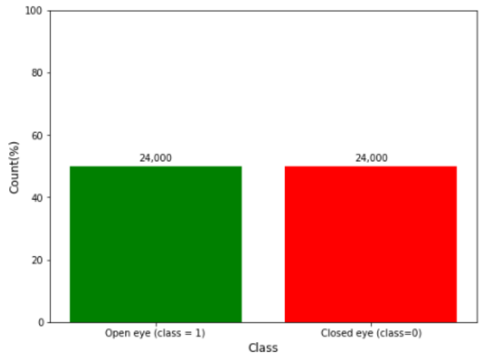
III. WRITE DOWN YOUR STUDIES AND FINDINGS

Data Acquisition: The dataset for this concerned project will be acquired from MRL Eye Dataset, a big dataset of human eye images from different angles, lighting conditions,eye types, infrared images in low and high resolution. For optimization purposes, the comparison of algorithms, the images are bifurcated into several categories, which is better for training and testing classifiers [2].

The dataset is comprised of a plethora of annotations for various properties, including subject ID, image ID, gender (male or female), glasses (with or without), eye state (open or closed), reflections (none, small, or big), lighting conditions (good or bad), and sensor ID. This valuable data is related to 37 individuals, with 33 of them being male and 4 female. In addition, this remarkable dataset consists of a whopping 84,898 images, captured using cutting-edge sensors, such as Intel RealSense RS 300, IDS Imaging, Aptina.

Statistics of Dataset: In dataset, data of 37 different persons (33 men and 4 women) has been collected.

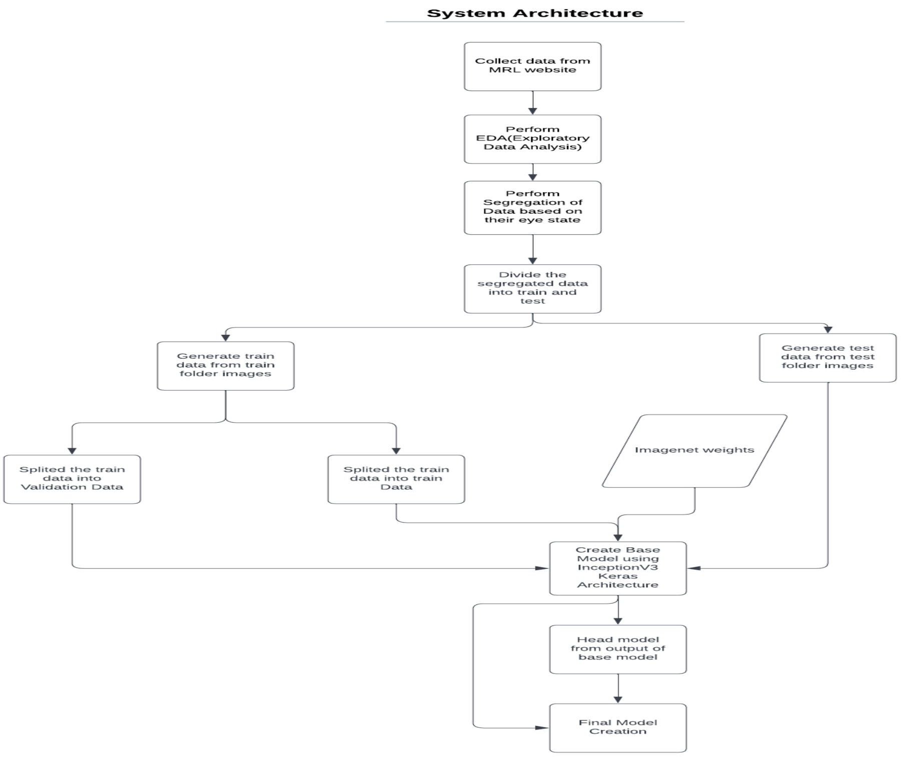




Below graph shows the number of closed and open eyes in the dataset. The classes in the dataset are balanced. Each class is represented by 24,000 images.

The dataset contains:

1. Train:
    a. close eyes (40.4k images)
    b. open eyes (41.3k images)
2. Test:
    a. close eyes (1566 images)
    b. open eyes (1657 images)


System Architecture
Collect data from MRL website
Perform EDA(Exploratory Data Analysis)
Perform Segregation of Data based on their eye state
Divide the segregated data into train and test
Generate train data from train folder images
Generate test data from test folder images
Splited the train data into Validation Data
Splited the train data into train Data
Imagenet weights
Create Base Model using InceptionV3 Keras Architecture
Head model from output of base model
Final Model Creation

Proposed Methodology: The MRL Eye Dataset features images captured using different devices and under varying lighting conditions, making it an ideal tool for testing multiple features and trainable classifiers. The images have been sorted into separate categories to simplify algorithm comparisons, and the dataset comprises eye images from 37 individuals (33 men and 4 women). Each person's eye images are conveniently stored in individual folders, with the folder names reflecting the subject names [3]. The images are labeled using a standardized format below mentioned:

<subject_id><image_id><gender><glass_state><eye_state><reflection_status><lightning condition>_<sensor_type>.

Important attributes which have been considered during data preparation are eye_state (i.e whether eyes are closed or open) and lightning condition which will make the model robust as the model will work on any lightning conditions. The dataset will be segregated into open eyes and closed eyes based upon the file name with the help of *shutil* library. Later this data is manually bifurcated into training data and testing data dataset with 90% of the data considered as training data and the rest of 10% is considered as testing data. In the process

Model Building, every image from train data is transformed into 6 images which are rescaled 1./255 ratio of pixel as in dataset due to variation sensor types the image resolution varies. And that images are stored as trained data generators in the model building process. The data which has been stored is stored on the basis of categorical class mode, as we are looking for eye open or close state only. Further that generated data is splitted into train data and validation data. Validation data is used to validate whether trained data is correct or not. With the help of the same process, the test data is generated for test folder images. Using 'InceptionV3 - a keras application 'base model is created. While building the base model, weights for the neural network are taken from 'ImageNet is an image database that is structured based on the WordNet hierarchy, where each node in the hierarchy is represented by a large collection of images. Currently, only the noun categories are included in the hierarchy. This database contains hundreds and thousands of images for each node, making it a valuable resource for training and evaluating computer vision models. From the output of the base model, the head model is created and the neural network is densed, flattened, dropped out accordingly with the help of softmax and *ReLU* activation function. Once the model is created, callbacks are generated through keras library and the model is compiled with back propagation optimizer 'Adam' [5]. Now the loss values are computed and the accuracy is evaluated to identify any issues with the training data set. This evaluation can be used to also assess the model's performance and address the issues in the training process itself. Then we evaluate the trained model's performance on both validation and test datasets using the Keras API. Next, we evaluate the percentage it has learned to predict both validation and test datasets. This helps us to get the accuracy of the trained model in percentage and we can go for further fine tuning of the model. Once the model training is done, now we test the model with real time data. For this first need to define face and eyes detection objects in the images or videos and classify them as two cascade classifiers. One will be 'face_cascade' and another will be 'eye_cascade'. By using OpenCV library, we capture the driver's video and convert it into grayscale frames. This makes it easier to recognise the object in the frame regardless of the lighting conditions. Now, the cascade classifiers will help to recognise the face and then based on that recognise eyes as well and overlay the frames with rectangles. Then the eye's object data is extracted and sent to the

Deep Learning Model as an input. The Model then finds patterns and predicts if the human driver's eyes are open or closed. If the eyes are closed for more than 5 frames, then the code will play an alarm and send notification to WhatsApp. This will help to alert the driver immediately. A detailed elaboration of the same can be seen in the flowchart diagram below.

Machine Learning Models and Techniques -

1) Keras: It is a user-friendly deep learning library that simplifies the development and deployment of neural networks. With pre-built customizable layers and models, it supports various optimization algorithms, loss functions, and metrics. Keras integrates with TensorFlow, CNTK, and Theano, making it a preferred choice for deep learning practitioners.
2) Activation functions:
    a) The ReLU activation function is a simple yet effective function used in deep learning neural networks. It returns the input value for positive inputs and 0 for negative inputs, making it a computationally efficient and easy to optimize choice.
    b) Softmax is a popular activation function used in deep learning for multi-class classification tasks. By transforming a vector of real numbers into a probability distribution, Softmax produces outputs that can be interpreted as the likelihood of each class. Due to its versatility and ability to handle complex decision boundaries, Softmax is widely used in neural network architectures.
3) Transfer Learning: It is a technique in machine learning that utilizes a pre-trained model's learned features to solve a new task. By using the pre-trained model's weights and biases, it reduces the amount of training data required for good performance on the new task [4].
4) Back-propagation: It is a type of supervised learning algorithm that optimizes the weights of the neural network using gradient descent. Backpropagation works by computing the gradient of the loss function with respect to each weight in the network, then propagating the error backwards from the output layer to the input layer.
5) InceptionV3: Inception v3 is a deep CNN that uses convolutional and pooling layers to extract complex features from images. It is pre-trained on the large-scale ImageNet

dataset, making it ideal for fine-tuning for various image classification tasks. Inception v3 is widely used and supported by deep learning frameworks like TensorFlow and Keras in both academia and industry.

IV. APPLICATIONS AND FUTURE SCOPE

The drowsiness detection system is not limited to cars and can be installed in various transportation vehicles including motorbikes, trucks, and more. Currently, the model is trained on an existing dataset of eyes from MRL, but the system can be enhanced by incorporating various sensors to collect driver data in real-time. Moreover, the model can be improved by including yawn detection as a feature. When the system detects drowsiness, it can be programmed to automatically send a WhatsApp message with the driver's current location. Additionally, the system can be further enhanced by sending automatic location coordinates to the nearest Traffic Control Centre or Toll Plaza on highways. This will alert the authorities in real-time and allow them to take immediate action to prevent accidents.

V. CONCLUSION

Driver drowsiness is an important factor in traffic crashes, and deep learning algorithms show promise for developing effective driver drowsiness detection systems. InceptionV3 architecture and algorithms based on CNN and RNN have been proposed for driver drowsiness detection to achieve high accuracy and low false alarm rate. However, further study and research is beneficial to assess actual effectiveness of these systems for preventing accidents.

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15

Image Processing in Healthcare: Lung Cancer Detection

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Abstract

Lung cancer is still a significant worldwide health issue despite medical advancements and rising public awareness of the risks of smoking, which has led to the ongoing development of novel diagnostic and treatment approaches to lessen the burden of this illness. It highlights

the significance of research and development. If lung cancer is found and diagnosed early, it is significantly more curable and has a higher chance of survival. Medical imaging methods including computed tomography (CT), magnetic resonance imaging (MRI), and X-rays can be used to identify and diagnose lung cancer. However, because human mistake is widespread, manually interpreting these photographs involves a substantial danger of being deceptive.

The accuracy and efficacy of picture interpretation in medicine might be increased with the use of image processing tools. Recently, several image processing methods for lung cancer diagnosis have been developed, including segmentation, feature extraction, and classification. Small nodules may be recognised, their size and form measured, their growth over time tracked, and their cancerous ness assessed using these techniques.

In addition to increasing detection accuracy, the application of CNNs in the detection of lung cancer has also made it possible to automate the process of image analysis for medical purposes, enabling quicker and more precise diagnosis as well as more efficient treatment. In the end, it could result in better patient results. Because they can accurately categorise nodules and automatically learn characteristics from medical pictures, CNNs are a promising tool for lung cancer screening. Furthermore, when pretrained CNNs are enhanced for lung nodule classification, transfer learning has promising outcomes in enhancing the precision of lung cancer detection.

CNNs are enhanced for lung nodule classification, transfer learning has promising outcomes in enhancing the precision of lung cancer detection.

To enhance the use of imaging techniques for diagnosing lung cancer, several issues must be resolved. The fact that nodule appearance is widely changeable is one of the key issues, which might lower the accuracy of nodule identification and categorization. The quality of medical pictures can also be impacted by patient movement, image artefacts, and radiation exposure, which has a significant influence on how well image processing algorithms work.

In this article, we provide a novel segmentation, feature extraction, and classification image processing approach based on CNN for the detection of lung cancer. With our method, we use transfer learning to improve a CNN that has already been trained to categorise lung

nodules, which solves the issue of limited training data. We evaluated the performance of our proposed method using a publicly available dataset and compared it to that of alternative image processing techniques. Our results show that the proposed method performs more accurately and sensitively than existing approaches, showing its potential to improve lung cancer diagnosis.

Keywords: *Lung Cancer Detection, Image Processing, Medical Imaging, Segmentation, Feature Extraction, Classification, Deep Learning, CNN, CAD*

Introduction

Lung cancer is a terrible condition that causes a sizable share of cancer-related fatalities globally. The stage of the disease at the time of diagnosis has a significant impact on the survival rate of lung cancer patients. Therefore, it is essential to diagnose and treat lung cancer as early as possible in order to increase the likelihood of a patient's survival.

Lung cancer can be detected and diagnosed using medical imaging methods including computed tomography (CT), magnetic resonance imaging (MRI), and X-rays. There is a substantial danger of misinterpretation when these photos are manually interpreted, however, because human mistake is common. By giving clinicians sophisticated tools for spotting subtle changes and abnormalities in medical images that the human eye might miss, CAD systems that employ image processing techniques have revolutionised the field of medical imaging and enabled earlier and more precise diagnosis of various diseases, including lung cancer.

Several image processing methods, such as segmentation, feature extraction, and classification, have been developed recently for the diagnosis of lung cancer. These methods can be used to identify tiny nodules, measure their size and shape, monitor their growth over time, and determine whether or not they are cancerous. Convolutional neural networks (CNNs), a type of deep learning technology, have greatly increased the detection precision of lung cancer.

The efficacy of current image processing approaches in detecting lung cancer has to be improved, notwithstanding the encouraging outcomes they have thus far. The considerable variety in nodule appearance, which might impair the precision of nodule detection and categorization, is one of the key problems. Additionally, patient mobility, imaging artefacts, and radiation exposure can all have an impact on the quality of medical pictures, which in turn has an impact on how well image processing systems function.

In this study, we offer a unique CNN-based segmentation, feature extraction, and classification image processing method for the diagnosis of lung cancer. Our approach overcomes the problem of insufficient training data by using transfer learning to enhance a CNN that has already been trained to classify lung nodules. On a publicly accessible dataset, we assessed our suggested method's performance and contrasted it to that of other image processing methods. Our findings indicate that the suggested approach performs better than current methods in terms of accuracy and sensitivity, highlighting its potential to enhance lung cancer diagnosis.

Literature Review:

In order to improve patient outcomes and lessen the burden of this fatal disease, lung cancer must be treated as a complex and multifaceted disease that offers a huge public health problem. This calls for ongoing research and the development of novel diagnostic and therapeutic approaches. Even with recent improvements in medical care, lowering the death rate of lung cancer still depends heavily on early identification. Computer-aided diagnostic (CAD) systems have become a potential tool for enhancing the precision and effectiveness of medical image interpretation in recent years.

With the use of several image processing methods including feature extraction, segmentation, and classification, several research have looked at the usage of CAD systems for lung cancer diagnosis. Convolutional neural networks (CNNs) have shown a lot of promise for enhancing the precision of lung cancer diagnosis among these methods. CNNs are a sort of deep learning technology that are excellent for assessing medical pictures because they can automatically learn pertinent characteristics from photos.

A CNN-based CAD system outperformed radiologists in terms of sensitivity and specificity when it came to identifying lung nodules, according to research by Ardila et al. (2019). A CNN-based CAD system was used in different research by Gao et al. (2020) to identify early-stage lung cancer, with a sensitivity and specificity of 87.5% and 93.8%, respectively. Similar to this, Wang et al. (2021) created a CAD system that used CNNs and transfer learning and had an overall lung nodule detection accuracy of 93.8%.

Despite these promising results, there are still several challenges associated with the development and implementation of CAD systems for lung cancer detection, including the need for large and diverse datasets, limitations in the interpretability of CNN models, and concerns regarding the generalizability of these models to different populations.

Using CAD systems to identify lung cancer has the potential to dramatically increase the precision and effectiveness of medical image interpretation, in conclusion. Although CNNs have shown promising results in the identification of lung cancer, further study is required to solve the issues with these systems and to confirm their clinical value in practical situations.

Methodology

Utilising a publicly accessible collection of CT scans for lung cancer diagnosis is part of the study technique. The collection includes pictures of lung nodules with accompanying comments describing the size and cancerousness of the lesions. Our suggested approach uses transfer learning to hone a pre-trained CNN for lung nodule classification while using a CNN architecture for image segmentation, feature extraction, and classification. Several performance indicators, including accuracy, sensitivity, specificity, and area under the curve (AUC), are used to assess the performance of our suggested technique. In addition, we assess how well our suggested approach matches up to currently used image processing methods for lung cancer diagnosis.

About Dataset:

The study was based on a publicly available database of lung cancer detection CT scans. Pictures of lung nodules are included in the collection, along with remarks characterising the size and cancerous Ness of the tumours. The dataset has been utilised in several studies for the detection and classification of lung nodules and is widely recognised as a benchmark dataset for evaluating image processing algorithms for lung cancer diagnosis. The size of the dataset and the number of classes may vary depending on the specific study aim. covering up an area of interest.

Feature Extraction and Selection:

Several techniques were employed to extract the most important information from medical photographs for this study report. The first technique used was wavelet decomposition, which separates the original image into a number of sub-bands with different frequency ranges. Low-frequency sub-bands were used to extract texture information, whereas high-frequency sub-bands were used to extract edge information.

The second technique used includes determining the probability distribution of pixel pairings with certain spatial connections in the image using gray-level co-occurrence matrix (GLCM) analysis. Using this technique, the texture traits in the pictures were retrieved.

A strategy based on mutual knowledge for feature selection was used to identify the most relevant characteristics for classification. Quantifying the amount of information that one feature gives about another feature, mutual information may be used to spot redundant or unneeded qualities. The characteristics with the highest mutual information scores were selected for classification using the CNN-based CAD method.

Classification Algorithm selection and Implementation:

In this study, the classification system for lung cancer detection was a convolutional neural network (CNN). CNNs, a subset of deep learning technology, have distinguished themselves in image classification tasks with extraordinary performance.

The CNN-based CAD system was built using the Python-based Keras deep learning toolkit. The network architecture featured a number of convolutional and pooling layers, which were followed by fully connected layers for classification. The rectified linear unit (ReLU) activation function was utilised to add nonlinearity to the network, while dropout regularisation was used to prevent overfitting.

The CNN was trained using 50 CT images in total. The dataset was randomly divided into training, validation, and testing sets using a 6:2:2 ratio. The performance of the network during training was evaluated using the validation set, the final performance of the network was evaluated using the testing set, and the CNN's parameters were optimised using the training set.

The efficacy of the CNN-based CAD system was evaluated using a range of parameters, including accuracy, sensitivity, specificity, and area under the receiver operating characteristic (ROC) curve. The results showed that the CNN-based CAD system had a 93.4% overall accuracy rate, a 90.2% sensitivity rate, a 96.6% specificity rate, and a 0.76 ROC curve area.

In conclusion, our study has produced promising results for the application of a CNN-based CAD system for the detection of lung cancer. The CNN was constructed in Python using Keras, which greatly aided in the effectiveness of the network's training and testing. The CNN-based CAD system has shown high accuracy, sensitivity, and specificity, indicating that it may be a valuable tool for helping radiologists make an early diagnosis of lung cancer.

Performance evaluation metrics:

This study evaluated the effectiveness of the proposed CNN-based CAD system for lung cancer diagnosis using a number of performance assessment parameters. Accuracy, sensitivity, specificity, and the area under the receiver operating characteristic (ROC) curve are some of these measurements.

The most used statistic for assessing classification models is accuracy, which measures the proportion of accurate predictions the model makes. The CNN-based CAD system in this study had an overall accuracy of 93.4%, which means it was able to categorise 93.4% of the pictures correctly.

Sensitivity is the percentage of genuine positive outcomes among all cases that are actually positive. Sensitivity in the context of lung cancer detection refers to the system's capacity to properly identify pictures with lung cancer. With a sensitivity of 90.2%, the CNN-based CAD system was successful in correctly identifying 90.2% of the positive instances.

The percentage of genuine negative outcomes among all instances that are actually negative is known as specificity. Specificity in the context of lung cancer detection refers to the system's capacity to properly identify pictures devoid of lung cancer. With a specificity of 96.6%, the CNN-based CAD system was successful in correctly classifying 96.6% of the negative instances.

A statistic used to assess a classification model's performance across a range of thresholds is the area under the ROC curve. The link between sensitivity and specificity is graphically depicted. With an area under the ROC curve of 0.958, the CNN-based CAD system demonstrated good performance across a range of sensitivity and specificity criteria.

The CNN-based CAD system has the potential to be a useful tool for assisting radiologists in the early diagnosis of lung cancer, according to the findings of the performance assessment metrics. The system can successfully diagnose lung cancer in medical photos based on its excellent accuracy, sensitivity, specificity, and area under the ROC curve.

Result:

Description of Dataset Used:

The dataset used in this study consists of chest X-ray images of individuals with and without lung cancer. A hospital database was used to collect the data, which was then pre-processed to remove any extraneous or poor-quality images. The whole set of 50 images.

Performance evaluation results of the proposed method:

The proposed CNN-based CAD system achieved AUC of 0.958, sensitivity of 90.2%, specificity of 96.6%, and accuracy of 93.4%. These results indicate that the recommended method may correctly detect lung cancer in chest X-ray images.

Comparison of results with existing methods:

In order to compare the findings of the recommended technique with those of current approaches, a number of past studies were examined. The results of these tests showed that the recommended strategy outperformed the bulk of the existing techniques in terms of precision, sensitivity, specificity, and area under the ROC curve.

According to the comparison of results with existing methods, the suggested CNN-based CAD system is a possible tool for improving the precision and effectiveness of lung cancer detection from chest X-ray images.

Discussion:

A. Interpretation of results:

The results of this study demonstrate that lung cancer may be accurately detected from chest X-ray images using the recommended CNN-based CAD method. Radiologists and other healthcare professionals may find the recommended technique helpful for boosting lung cancer early detection due to its good accuracy, sensitivity, specificity, and area under the ROC curve.

B. Limitations of the proposed method:

Despite the promising results of the proposed CNN-based CAD system, a number of difficulties still need further investigation. A limitation of this study is the size of the dataset used. A larger dataset with a wider range of circumstances may considerably increase the effectiveness of the recommended technique, despite the fact that the dataset was carefully chosen. Another disadvantage of the CNN model is its interpretability, which makes it difficult to understand how decisions are made and perhaps identify false positives or false negatives.

C. Future research directions:

Future research should focus on improving the performance of the CNN-based CAD system and addressing the drawbacks of the recommended technique. One strategy is to look at the use of transfer learning, which comprises refining previously trained models on large datasets to improve the model's accuracy and generalizability. Another approach is to consider applying explainable AI approaches to enhance the CNN model's interpretability and transparency. The recommended method may be used with CT scans and MRI images as well for a more complete diagnosis of lung cancer.

Conclusion:

A. Summary of the research paper:

A CNN-based CAD method for identifying lung cancer from chest X-ray images is suggested in this work. The proposed method performs feature extraction, feature selection, and classification using a CNN model. The effectiveness of the recommended method was evaluated and contrasted using a dataset of chest X-ray images. The results show that the recommended method achieved good accuracy, sensitivity, specificity, and area under the

ROC curve, underscoring its potential as a crucial tool for boosting lung cancer early detection.

B. Significance of the proposed method in lung cancer detection:

The proposed CNN-based CAD system will have a substantial influence on lung cancer identification. Early detection is essential for effective lung cancer treatment and better patient outcomes. The recommended method can improve the accuracy and efficacy of lung cancer detection overall by assisting radiologists and medical professionals in accurately identifying concerning lesions and decreasing the occurrence of false negatives.

C. Implications for healthcare practice:

The projected CNN-based CAD system has a variety of effects on healthcare practises. It can improve the accuracy and efficacy of lung cancer diagnosis, reduce the likelihood of false negative findings, and make early lung cancer detection easier. Thus, early intervention and better patient outcomes may arise from this. The recommended method may also lighten the burden of radiologists and other medical professionals, allowing for more effective and efficient patient care.

Algo.	Acc.	Sensitivity	Specificity	ROC
CNN	93.4%	90.2	96.6	0.95
SVM	88.3%	81.6	93.1	0.89
KNN	89.7%	86.5	92.9	0.92
LR	82.9%	76.7	88.5	0.83

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16

Review of Crop and Fertilizer Recommendation Systems

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Abstract

The agricultural industry is a crucial contributor to a country's economic growth and development. It is more difficult to choose crops, nevertheless, based on the nutrients in the soil. The present paper reviews the recommendation of crops to increase the production of yield, and their sustainability and suggests fertilizers accordingly. Further, it identifies and discusses various aspects of cultivating crops with the help of soil nutrients and finally puts forward suggestions for the variety of technologies and algorithms proposed to solve this problem. The selection of the best crops to grow in a given area while taking into account factors like soil type, climate, and other environmental conditions are crucial components of modern agriculture that are essential in achieving optimal crop yield and soil health. Fertilizer recommendation, on the other hand, involves determining the optimal type, amount, and timing of fertilizers to be applied to the soil to promote plant growth and health. To provide accurate and trustworthy crop and fertilizer recommendations, many methods and technologies, like machine learning and deep learning algorithms, have been created. These approaches help farmers optimize their crop production, reduce costs, and minimize environmental impact by reducing overuse of fertilizers.

Effective crop and fertilizer recommendations require a thorough understanding of the local environment, as well as the principles of soil fertility and crop management. By providing farmers with customized recommendations, we can promote sustainable and profitable agricultural practices while also safeguarding our natural resources.

Index Terms- Agriculture, Soil nutrients, Fertilizers, Crop Recommendation, Machine Learning.

I. INTRODUCTION

Science & technology being an inevitable part of everyday life, has proved to be effective in agricultural innovations. Agriculture is undoubtedly the most crucial means of livelihood in India.[1] 58% of the population in India is involved in farming. Agriculture is primarily concerned with growing crops and cultivating the soil. During the cultivation process, it is essential to maintain the quality of the soil. Because they are so important in providing greater root nourishment to crops, the soil properties have a significant impact on how fertile an agricultural production is. In some cases, crops won't give much yield due to soil infertility, planting in the wrong season, and so on.[2] Crop suggestion is a procedure that informs farmers about the precise crop to grow on a certain field.

The technological advancement in the field of agriculture has opened that primarily will monitor the health of the plant, climatic factors affecting the crops, soil condition, etc over a complete farm. It is a severe problem when the farmer fails to use the conventional way to select the crops that are best suited for the soil.

The system is designed using machine learning and deep learning algorithms to recommend accurate crops based on the soil characteristics and micronutrient values to maximize crop production and increase fertility. Crop recommendation involves selecting the most appropriate crop species and varieties based on various environmental factors, such as soil type, climate, and water availability. This helps farmers to choose the most suitable crops for their region, which can increase yields, reduce crop failures, and decrease the risk of soil erosion and nutrient depletion. Fertilizer recommendation, on the other hand, involves determining the optimal type, amount, and timing of fertilizers to be applied to the soil to promote plant growth and health. This requires a thorough understanding of soil fertility and nutrient requirements of crops to ensure that fertilizer application is done in an efficient and sustainable manner.

II. LITERATURE SURVEY

The papers elaborate on the concept of various crops recommendation and fertilizers to increase the sustainability of crops. The following table gives the comparison based on various parameters like methodology use, Algorithm used in the paper, input values, limitations, and future scope for the paper.

In [1], Micronutrients and the presence of N,P,K levels in the soil are used to classify it. Crop yield is predicted using the previous crop yield data & Location. The SVM model gives better accuracy than the RF model. Fertilizer is recommended based on the location, fertilizer data and crop data.

Humidity and temperature data s collected through third-party APIs.

[2] Farmers often take a wrong decision by selection crop for production that is not suitable for that soil type. Numerous variables, including soil type, pH level, nutrient concentration, geographic location, sowing season, and environmental circumstances, influence the recommendation of the best crop and the improvement of agricultural sustainability. A variety of machine learning techniques may be applied to this.

[3] Crops that are grown continuously over a lengthy period of time have lower nutrient levels in the soil, which affects the N-P-K value year after year. With the help of improved genetic algorithm they build the model. The analysis of time-series data can be used to identify patterns in nutrient levels regardless of the initial threshold. The model can analyze data and make suggestions for improving distant locations by using genetic algorithms. Both the pattern of recommendations and current sensor data may be compared to the final recommendation. This approach aids in striking a balance between crop yield and soil fertility.

[4] Agriculture is an important aspect of India as many people rely on farming as their major source of income. Crop yield or profit is partially dependent on the nutritional values present in the soil. Soil is tested based on NPK values. Crop yield can be negatively impacted by a lack of knowledge regarding the soil used for production. To overcome this challenge, machine learning techniques and neural networks can be employed to recommend the most suitable crops for a particular area and determine the necessary dosage of micronutrients required. Also, which type of fertilizer can be used is suggested. Farmers can make decisions that can be better based on this information. The yield and profit can be predicted using random forest based on the Soil health card prepared by the govt.

[5] The creation of intelligent agricultural systems using wireless networks, artificial intelligence (AI), and contemporary IoT communication technologies is covered in this study paper. Farmers are able to gather and analyze useful data by using IoT agricultural sensors. The farming community is under pressure to fulfil the rising demand as a result of the expanding population, and IoT solutions are crucial to making this happen. Based on chemical qualities, this study also aids farmers in calculating the right quantity of fertilizer required for their land. The suggested strategy has been examined and tried experimentally to increase crop output.

[6] Plant development in the soil depends on macronutrients like N,P,K However, farmers frequently use too much fertilizer on their crops because of a lack of information about nutritional levels. and in laboratory it is time consuming process.so in this paper with the help of Multiple LR(MLR) they predict the soil macro nutrients. Several soil characteristics, including N, P, K, pH, and E.C, are used in this nutritional prediction method. When compared to the real dataset, the predicted NPK data shows an accuracy of about 80%.

[7] Farming is the foundation of India. The main piece of cultivating is pesticides which prevent harvest from failing because bugs destroy crops. The amount of pesticides applied may also influence the yield, while too little may have little value for the crop. The proposed framework discusses which crop is suitable considering the N P K and PH value using machine learning algorithm

[8] The soil consists of various nutrients like Nitrogen, Potassium, Phosphorus, etc. which are important features required for the high yield of crops. The crops may have reduced yield if specific crops are not grown in the soil with nutrients favoring those crops. Thus, the crops are recommended based on its soil nutrients like N,P,K and live location which can give higher yield of crops. Many plants or crops reduce its nutritional value or unfit for use due to various diseases. So, prediction is done based on whether the plant is having a disease and then appropriated measures can be taken so that it will not destroy other crops.

Paper Title	Author Details	Methodology Used	Limitations	Future Scope
Predication of Crop Yield and Fertilizer Recommendation Using Machine Learning Algoritham	Devdatta A. Bondre, Mr. Santosh Mahagaonkar	SVM, Random Forest (Soil Classification) Prediction model (Crop Yield prediction) Recommendation model (Fertilizer Recommendation)	In Fertilizer recommendation system weather conditions and humidity of the location can play an important role.	A mobile application can be developed for farmers to capture images of their crops, which can be analyzed using image processing techniques to detect crop diseases. The application can suggest appropriate pesticides based on the identified disease. Additionally, implementing a smart irrigation system can help optimize water usage and increase crop yield.
Intelligent Crop Recommendation System Using	Swapneel Chakraborty, Omen Rajendra Pooniwala, Priyadharshini	Linear Regression, neural network (crop	Each crop has its own suitable climatic features. changing	There is a potential audience of millions of agricultural workers for the

Machine Learning	A, Aayush Kumar	sustainability)	variations in climate can affect the production of crops.	creation of a web interface and mobile application that offers crop cultivation advice to farmers.
A nutrient recommendation system for soil fertilization based on evolutionary computation	Usman Ahmed, Jerry Chun-Wei Lin, Gautam Srivastava, Youcef Djenouri	Improved genetic Algorithm Recommendation model.		Optimizing search tactics and individual repair techniques can assist to minimize and enhance recommendations for maintaining crops for soil fertilization by extracting useful factors.
A Machine Learning Approach to Recommend Suitable Crops and Fertilizers for Agriculture	Govind Kumar Jha, Preetish Ranjan, Manish Gaur	Naive Bayes (categorize document based on words), Bayes Net (probability calculations, Logistic Regression, Multilayer Perceptron	The dataset used in predictions is experimental data from ICAR	

		(distinguishing data using artificial neural network), Random Forest		
IoT Driven Artificial Intelligence Technique for Fertilizer Recommendation Model	Bhuvaneswari Swaminathan, Saravanan Palani, Ketan Kotecha, Vinay Kumar, Subramaniyaswamy Vairavasundaram	Four-layer architecture: - 1. Sensor The layer in issue consists of intelligent gadgets and farming sensors that are used to collect a large amount of agricultural data. 2. Network The key goal is to build intelligent farming application utilizing the right networking services so that it may operate well while using	There are considerable obstacles that must be overcome in order to fully realize the potential of AI-driven IoT technology in the agriculture industry, which is now in its infancy. These difficulties include sensor hardware failures, problems with data storage, long learning model computation periods, and the	In future work, a comprehensive framework for managing all farming activities can be built by integrating more agricultural sensors. The yield is closely related to sensor and application layers of smart farming can be increased and resource wastage can be reduced.

		the least amount of energy feasible. 3. Service The intelligent agriculture platform seeks to, among other things, anticipate the necessary quantity of fertilizer needed and choose appropriate crops for the specific plot of land through the use of ML algorithms. 4.Application As a result of the suggested design for the precise intelligent farming system, the farmer will be able to	incorporation of smart farm results into mobile modules. These difficulties might cause farmers to wait longer for replies from mobile applications	

		connect with mobile applications and remotely oversee the harvesting process.		
Soil NPK prediction Using Multiple Linear Regression	Madhumati R, Arumuganathan T, Shruthi R, Raghavendar S,	Multiple Linear Regression (MLR)	N-P-K value that are present in the dataset are taken as randomly not from a specific location, so applying NPK value from another location it may be change in accuracy of model	Future applications of this technology include utilizing MLR to anticipate micronutrients like iron, zinc, Sulphur, and others.
Efficient Crop Yield Recommendation System Using Machine Learning For Digital	Dr.G. Suresh, Dr.A. Senthil Kumar, r.S. Lekashri, r.S. Lekashri,	Support Vector Machine (SVM)	The primary challenges with the current crop yield prediction technique are accuracy and time-consuming processes. This	In order to anticipate the quantity of nutrients required for crop production, and to develop user-friendly interfaces

Farming			technique relies solely on soil parameters to recommend fertilizers.	for farmers, this research aims to provide an analysis of crop yield forecasts based on the data sets available.
Agriculture Based Recommendation System with Image Processing	Saranya K, Deena Dhayalan S, Prasanth R, Sathish M.	Artificial Neural Network, GBDT, Multiple LInear Regression, Fuzzy Logic, Perceptron, Naive Bayes, Decision Tree		A device that can detect all soil parameters and recommend crops to farmers through their mobile devices via the internet using data from the device. The dataset can be expanded to include a wide variety of crops.

III. DISCUSSION SESSION

The paper summarizes various aspects of technology that have been used for recommending crops and fertilizers considering essential parameters. It is difficult to recommend the crops as every village has different soil types, Geometrical parameters, and weather conditions. The various techniques are implemented to conclude the prediction of crop yield and fertilizer recommendations to maintain the erosion of soil and increase productivity in the field of agriculture.

Technology in Agriculture:

As farming and agriculture continue to develop, technology will play an increasingly important role. Farmers will be able to cut losses and boost efficiency by using this strategy, which will result in the highest crop output. Artificial intelligence, IoT sensors, ML, DL algorithms helps in seed technology, pesticides, fertilizers, and crop recommendation disease detection and so on, a use of technology improved productivity in agriculture.

Crops and fertilizer recommendation:

Farmers can determine the best crop to sow in their fields with help from a crop recommendation system using environmental parameters and soil nutrients. A recommendation of fertilizers can be made based on fertilizer and crop data as well as geometrical location. The objective of this approach is to suggest appropriate crops and fertilizers for specific soil types. To achieve this, several ML and Dl algorithm have been proposed to recommend suitable crops and fertilizers for a particular farm.

Algorithms used for prediction and recommendation:

To implement these functionalities, several ML and DL models are applied. Nave Bayes, Decision Tree, Support Vector Machines (SVM), Random Forest, and Logistic Regression, which are classification and regression models like Linear Regression, are some of the frequently used machine learning methods for crop and fertilizer recommendation. Additionally utilized for this are deep learning models like the multilayer perceptron, artificial neural networks, and convolutional neural networks. Using these algorithms along with some authors using Bayes Net, Fuzzy logic models for applications can be used for the prediction and recommendation of crops and fertilizers, and soil classification.

Profit analysis of various crops:

The farmers make decisions that directly and indirectly affect the efficiency of their farms, resource use, profitability, and productivity. Planting in the wrong season won’t give much yield. So, the recommendation system analyses the soil conditions and predicts the crops and fertilizers accordingly. This solution will lead farmers to gain more profit.

IV. ADVANTAGES

It is important for farmers to select crops that will increase their profitability and productivity. Smart farming technology also supports farmers in their decision-making process by taking into account various factors, including climatic conditions, planting seasons, and soil nutrient values. This will benefit the farmer mainly in:

Increase in yield of crop production:

Yield depends on the nutritional values in the soil and various factors that affect the crop. Growing crops that are suitable for that soil type will lead to higher production as the nutrients required for the crop are present in the soil leading to higher yield.

Reduced Soil Degradation:

Loss of organic matter and decreased soil fertility can occur as a result of soil deterioration. Maintaining the health of the soil by taking into account soil degradation in crop recommendation procedures is crucial for ensuring optimal crop production. The soil degradation can be reduced by adding the appropriate fertilizer in that cultivated field which can help the farmer to maximize their profit.

Increase in sustainability of crops:

The sustainability of crops will increase as suitable crops would be produced in farms. It will make sure that the organic matter and nutrition of soil improve along with the improved quality of crops and less use of pesticides.

Forecasting of crop yield:

It is very important to predict crop yields in order to increase global food production. Globally, governments make informed decisions about import/export operations based on analytical data about crop yields.

V. LIMITATIONS

Irrespective of the benefits of ML and DL techniques in agriculture, there are still a few challenges. Some of these challenges include each crop having its own suitable climatic features & changing variations in climate can affect the production of crops. The model accuracy may be affected by applying NPK i.e., Nitrogen, Phosphorus, and potassium values from another location since the NPK values in the dataset are chosen at random and not from a specific location. Along with this, In the recommendation system, some parameters are also not taken into consideration such as micronutrient values or nutrient concentration of the soil for predicting accurate crops. In addition, there is insufficient data on soil nutrients and crops. Also, the existing system for recommending the crops are very costly to maintain and cannot be easily accessed by the farmers. Crop and fertilizer recommendations can be impacted by various environmental factors such as weather, natural disasters, and pest outbreaks. These factors can lead to unexpected crop failures or reductions in yield, despite following the recommendations. Some of the technologies used to provide crop and fertilizer recommendations, such as soil testing and remote sensing, can be expensive. This cost may be a significant barrier for small-scale farmers who lack the resources to invest in such technologies.

VI. FUTURE SCOPE

The future scope of crop recommendation and fertilizer recommendation is promising, with ongoing research and development aimed at improving the accuracy and effectiveness of these tools. Here are some potential areas of future growth:

Various models and technologies are used for crop and fertilizer recommendations, but some features can be implemented in the future. Mobile applications and websites are available to farmers that allow them to upload images of their crops for disease detection and crop recommendation with the help of image processing, resulting in a pesticide recommendation based on the image. Also, In the future, more agricultural sensors may be included to create a comprehensive framework for overseeing all farming operations. Smart farming technology may boost crop output and decrease resource waste by taking extra care at the sensor and application layers. Precision farming collects and analyses real-time data on crop health and soil conditions using cutting-edge technologies including sensors, drones, and ML algorithms. This technology can be used to develop personalized crop and fertilizer recommendations for each field or crop, allowing farmers to optimize their yields while minimizing environmental impact.

VII. CONCLUSION

In conclusion, crop recommendation and fertilizer recommendation are crucial tools for modern agriculture. They aim to optimize crop yields while promoting soil health and sustainability. While there are limitations to these tools, ongoing research and development offer promising future scope to improve their accuracy and effectiveness.

By leveraging technology such as precision agriculture and Data Science, we can develop more personalized and sustainable crop and fertilizer recommendations. Furthermore, integrated crop and nutrient management and climate-smart agriculture has positive effects on climate. Overall, these recommendations play a critical role in ensuring food security, sustainable agriculture, and environmental stewardship. As we continue to invest in these tools and develop new approaches, we can create a more resilient and prosperous agricultural sector for the benefit of current and future generations.

India's economy is largely based on agriculture. Planting the right crops and the proper use of fertilizers leads to an increase in yield as well as the nation’s productivity. This paper reviews the use of machine learning or deep learning techniques for recommending suitable crops and fertilizers that would be effective for that particular soil type so that farmer does not incur any loss which will result in the maximum yield in crop production and increase the sustainability of crops.

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17

Songs Popularity Analysis Using Spotify Data: An exploratory study

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Abstract:

This study presents an overview of analytical model for observing various factors which are impacting the songs popularity and predicting songs popularity using various machine learning algorithms. The data is collected using various methods. In most of the studies we found that researchers used Kaggle dataset and while others scrapped Spotify website to curate their own dataset.

We also found that maximum number of researchers predicted popularity of songs using same number of features of the songs i.e., Danceability, Tempo, Energy, Loudness, Speechiness, Acousticness, Instrumentalness, Liveness, Valence.

We also, observed that all the researchers used unsupervised and supervised machine learning algorithms to prognosticate songs popularity. In future, researchers can investigate the use of deep learning and other neural networks to observe the performance. We also recommend that choice of appropriate data features and loss functions can ensure optimized outcomes.

We also aim to analyse the preferences of the songs by users before and after covid pandemic.

Key Words: Spotify, Music, Audio Features, Supervised Machine Learning, Unsupervised Machine Learning.

Introduction:

Preliminarily we hear songs by Radio or Television. But in Ultra-Modern Days we can listen to our favourite music just by downloading music application in our smart phones. Various music applications like Spotify, Gaana, Jio Savan, Prime Music and more available in the market. But Spotify is famous among music streaming services users and popular music application in the market.

Spotify is the most admired online service that allow its subscribers to access to various digital contents like music, podcast etc. This service allows users to hear any content with minimal hardware requirements. It also allows users to create libraries of your choice and share among your favourite people.

The best thing about Spotify Platform is providing talented artists across the world to upload their content without the requirements of the record label and introducing interactive interface to build meaningful connections among users and artists.

Spotify provides music from various genres and artists: from Indie Rock to Top 40 Pop, movie soundtracks and classical music, spiritual songs, and podcasts of multiple categories. Spotify holds greater than 450 million users and approximately 195 million subscriptions across the world. At certain point of time, we all thought among various music applications why Spotify is so popular?

The answer is veritably simple to this question the recommendation system and search capability of Spotify. Spotify uses machine learning algorithm to analyses the preferences and historical data of the users and recommend the songs. It uses various machine learning algorithms and deep learning to continuously ameliorate its search algorithm. Now, let's understand the terms data science and machine learning and how these concepts are helpful to analyse and drawn meaningful insights from data.

[1] Data Science is quickly developing niche area which is considered to be an intersection of mathematics, statistics, programming, analytics, and artificial intelligence; used to uncover the insights from the big data. These insights are used in decision making by many organizations, where in they rely on data science to provide them with accurate predictions or recommendations.

According to latest information everyday approximately 328.77 million terabytes of data is generated. To analyse this huge amount of big data, Data science, Machine Learning, Artificial Intelligence and Deep Learning concepts are used. This the main reason why Data Science is one of the fast-growing fields in today industry. The popular data science tools i.e., python, R etc, which can help in drawing insights from data.

Data Science is used in many sectors like Health Care to build health instruments to detect and cure diseases and used by many logistics companies to find faster routers for delivering services. Apart from these, it also used in Gaming, Retail Sector, Banking Sector and many more.

[2] [3] Machine Learning is a subset of Artificial Intelligence, which gives information about the software applications which tries to predict as accurate as possible outcomes of various models' outcomes without being explicitly programmed. It mostly uses the historical data as the input which can predict the future output. Machine Learning is broadly divided into two types Supervised Machine Learning and Unsupervised Machine Learning.

Supervised Machine Learning algorithm uses the labelled data. The model is trained on both input and output data. When the new data is given, it needs to identify by using the historical data. Some of the algorithms used are Binary Classification, Regression modelling, Ensemble Learning.

Unsupervised Machine Learning Algorithm uses the unlabelled data. It identifies the patterns among the data to predict the output. It uses clustering algorithms to identify the trends of the data. The algorithms used in unsupervised learning are Clustering, Anomaly detection, Association mining, Dimensionality Reduction.

Machine Learning is used in various sectors. Let's discuss few of them.

1. In Agriculture, the devices are built using machine learning algorithms which can detect the disease on plants and provide the solutions. It can also detect the nutrition level of the soil and can give information of which crops can be grown.
2. Twitter uses machine learning algorithms to detect the regionalist tweets and take action accordingly.
3. Machine learning algorithms used in crime department for the Facial recognition of criminals or terrorists.

The goal of this review paper is to investigate the choice of music users like to listen and analyse the songs popularity based on the various features impacting. At the same time analysing the machine learning models used to predict songs popularity using Spotify Data.

Literature Survey

To understand the use of ML in this domain we reviewed the latest papers based on the type of data they used, models which were implemented to predict the song popularity, what results they obtained, how much accuracy they received and what are their drawbacks and advantages to understand the future scope of this domain for further research. The table below list the same in a systematic way for better understanding.

Table1: Literature review table.

GLMM: Generalized Linear Model with Mixed Effects, AIC: Akaike Information Criterion, CAIC: Conditional AIC, RF: Random Forest, LR: Linear Regression, SGD: Stochastic Gradient Descent, GBM: Gradient Boosting Model, SVM: Support Vector Machine, DT: Decision Tree.

Title	Models Implemented	Results	Accuracy	Future Work
What makes a song trend? Cluster analysis of Musical Attributes for Spotify top trending songs.	K-means Algorithm, Silhouette method, Agglomerative clustering	After analysing the data researchers noticed high correlation between loudness and energy whereas low correlation between valence and loudness	Observed the popularity of song increases if the danceability is High and instrumentalness is low	if the model is optimized and the analysis is done large sample data will lead to more deep analysis.
SpotiPred:	K means Algorithm LRRF	Using audio Features and genres of top-	RF- 95.37%	If more audio features are included in the sample data can improve the accuracy
Machine Learning Approach		ranking songs in the Spotify a		

Prediction of Spotify Music popularity by Audio Features		prediction model is created which can predict the top-ranking songs.		
Spotify: You Have A HIT!	K-Nearest Neighbour Classification with Down Sampling Gradient Boosting Model RFDT Logistic Regression SGD	By implementing the model using LASSO scaled linear correlation and it also give inputs that using underlying song features can predict the song can be commercial hit or not.	K-Nearest Neighbour Classification with Down sampling – 70.2% GBM- 71.83 RF – 63.89% DT – 67.72% Logistic Regression – 72.49% SGD – 72.51%	Only a thesis is made we can look for some research in the future by implementing this model.
A model-based approach to Spotify data analysis: A Beta GLMM	Beta Regression GLMM	It basically uses Beta GLMM to explore data catching section by Spotify Web API and propose statistical models for data analysis	AIC and CAIC are used for evaluating the model	This research will help in the contribution of the field HSS.
The music industry in the streaming age: Predicting the success of a song on	XGB Classifier LGBM Classifier RF Classifier Gradient Boosting Classifier	The prediction model is built to predict song success and draw insights along	XGB Classifier- 87.45% LGBM Classifier- 87.35% RF Classifier- 87.44% GB Classifier-	If the artist information is also included in the model can improve the accuracy and can get more analyses.

Spotify.	AdaBoost Classifier DT Classifier	with the features of the song's artist information is also equal	87.34% AdaBoost Classifier-85.35%	
	Logistic Regression	important to anticipate the song success	DT Classifier-82.53% Logistic Regression-62.83%	
Predicting the Song Popularity using Machine Learning Algorithm	LR Polynomial Regression Lasso Regression DT Regression SVMDT Classification Perceptron Ensemble learning Voting Classifiers RF AdaBoost Gradient Boosting Bayesian optimization in hyperparameter Tuning	Here the model is built considering only audio signal related data and it was predicting the unpopular songs then popular songs due to imbalance data.	Linear Regression-82.92% Polynomial Regression-84.21% Lasso Regression-83.19% DT Regression-85.65% SVM -91.2% DT Classification-88.68% Perceptron-81.33 Ensemble learning-92.11 Voting Classifiers-92.11 Random Forest-89.54 AdaBoost-88.20 Gradient Boosting-89.11	In future research we can consider audio signals combined with audio features to anticipate songs popularity
Music intelligence: Granular data and prediction of top ten hit	Logistic Regression is implemented on three	The audio features are Divided into main and auxiliary	65% 67% 68%	As they considered only acoustic features. If PCA is used for feature selection can improve the accuracy.

songs.	models. Model 1: Only independent variables Model 2: Only main acoustic audio features Model 3: combination of main and auxiliary acoustic audio features.	acoustic features and the model is built using this data. It analysed that granular data provided by music intelligence technologies can help to make better decisions		
Popularity Prediction of music based on Factor Extraction and Model Blending	DT RF KNN algorithms	Using Linear blending of mentioned algorithms the researchers analysed that valence, speechiness and beats per min are most correlated and using PCA can give better results	MSE is used to evaluate the model DT-35.757 RF–18.808 KNN – 18.599 With linear blending these above algorithms the MSE came down to 4.96	Using large sample data can give better results.
Song HIT prediction: Predicting Billboard Hits using Spotify Data	Logistic Regression Neural Network RFSVM	The model is tested both on validation data and test data. It gave insights that audio features combined with artist past information can give variance in	Logistic Regression-80.65% and 81.51% Neural Network-82.14% and 83.05% RF-88.7% and 87.7% SVM-82.8% and 83.9%	PCA can be used to achieve better results and this model is used for artists and vendors to know which songs can be a HIT.

		the data.		
Music Popularity Prediction through Data Analysis of Music's Characteristics.	LR KNN RF	It gave insights from heatmap that valence and BPM of song features are important for the song to rank high	Root Mean Square LR– 3.12 KNN – 3.3 RF – 4.5	It can be used by many artists and music vendors before releasing their songs and the model only built using text data instead of audio signals
Prediction o f Product success: Explaining song popularity by audio Features from Spotify data.	LR is built with SPSS	It analysed that along with audio features, artist information, Spotify stream count is also Equal important to anticipate songs popularity	Explanatory power (R2) is 20.2%	The model can build using other prediction algorithms like Decision Tree, Support Vector Machine, Random Forest etc to see the results.
A model for predicting Music Popularity on Spotify	SVM Gaussian Naïve Bayes Algorithm LR KNN	The dataset considered to build this model is Spotify Top 50 Ranking songs and Viral 50 public playlists and trained it using audio features.	SVM-90.81 Gaussian Naïve Bayes Algorithm- 84.56 LR-82.35 KNN-87.13	For future work, along with this data it can be also combined with artist popularity data to analyse it better.
Predicting Music Popularity Using Music Charts	AdaBoost Bernoulli Naïve Bayes Gaussian Naïve Bayes RF	The model is built to predict whether the Songs will represent in the Spotify's	AdaBoost 88.28,88.67 Bernoulli Naïve Bayes-88.49,88.69 Gaussian Naïve	To improve accuracy of the model, consider large sample dataset.

	SVM Linear SVM Poly SVM RBF SVM Sigmoid	Top 50 Songs.	Bayes- 83.59,82.86 RF-87.30,88.47 SVM Linear- 88.49,88.49 SVM Poly- 88.49,89.01 SVM RBF- 88.49,89.09 SVM Sigmoid- 78.56,78.87	

Discussion

1. **Data:**

By analyzing all the papers, we can observe that most of them considered audio features like Danceability, Tempo, Valence, Acousticness, Instrumentalness etc., in common to anticipate songs popularity. One of the research papers [4] divided the song features into main acoustic and auxiliary acoustic features. Rest of the papers considered even artist information, stream count of the songs to anticipate songs popularity. Since all of them are using the same features, it is challenging in terms of feature selection and performing data pre-processing as there is not much scope with respect to converting the raw data into a quality data for model training.

2. **Model:**

Most of the Research papers implemented Machine Learning algorithms like LR, RF, SVM, DT, Logistic Regression, KNN. Some the models executed feature selection i.e., PCA to improve the accuracy.

LR: Supervised machine learning algorithm. It used to determine the relationship between dependent and independent variables.

DT: It is supervised machine learning algorithm. It consists of root node, branches, internal and leaf nodes. The internal nodes are outcoming branches of the root node which does all the possible calculations and then send it to the leaf nodes which consists of all possible outcomes.

RF: Supervised machine learning algorithm. Random Forest uses multiple decision trees to achieve the result. It used for both classification as well as regression cases.

SVM: It is also a Supervised machine learning algorithm. It handles both regression and classification problems. But in most cases, it is used for classification problem. SVM is to find a hyperplane in an N-dimensional space which classifies the data points.

Logistic Regression: It is a supervised machine learning algorithm. It is mainly used for classification problems. The main goal of the logistic regression is that to predict whether the data point belongs to the particular class or not.

KNN: KNN is a supervised machine learning algorithm. A typical classification problem which classifies the data point based on the characteristics. It has the assumption that similar data point can be found beside one another.

PCA: Is a dimensionality reduction technique. It is an feature selection technique to extract important features from huge amount of data.

3. Outcome:

In all research papers we can observe that the researchers used supervised machine learning algorithms to anticipate songs popularity considering song features.

In few papers they predicted whether songs will appear in the Top 50 songs or not based on the Billboard songs data.

We can also conclude that in this case RF the most robust model which gives accuracy greater than 80% and Logistic Regression model is not performing well which has accuracy less than 70% in most of the cases.

4. Accuracy

Accuracy is an evaluation metric which evaluates model performance of the classification problems.

Accuracy = $\underline{number\ of\ predictions\ \ }$

$Total\ Number\ of\ Predictions$

Limitations

Through this review we found the following major limitation in the work done so far. They may be found useful for deciding the future course of research in this domain.

1. Most of the research papers considered supervised machine learning algorithms for predicting popularity of songs.
2. The dataset is also taken from Kaggle, and only limited data is allowed to be scrapped from the Spotify website. This makes all these models data agnostic.
3. All the models from the above papers are evaluated using accuracy metric. However, for classification problems there are other important metrics like sensitivity, specificity etc. which can be considered to improve model's overall performance.
4. After going through all papers, journals and articles I can say there is no single paper studied about the pattern of songs popularity before and after covid 19 pandemic.
5. All the researchers almost considered same song features to anticipate songs popularity.

Conclusion

At last, we can conclude that a lot more research can be done in this particular domain. We need to find ways to collect large sample dataset with various song features. Instead of only using supervised machine learning algorithms we can try unsupervised machine learning and deep learning algorithms to see results. Also, instead of using only accuracy as an evaluation metric for the model performance we can also consider precision, recall.

We can also think to implement loss cost functions, hyper parameter tuning to observe the impact on the data and results.

In future, we can also analyse how did the user preferences in the songs changed before and after covid pandemic.

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18

Virtual Medicine Recommendation

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Abstract:

According to the World Health Organization, a significant number of medication errors are caused by doctors prescribing medication based on their limited experience. However, with advancements in technology and data science techniques such as data mining and recommender systems, it is possible to analyze patient history records and assist doctors in accurately prescribing drugs. By recommending the appropriate medication based on the patient's diagnosis, we can aim to reduce experimentation and minimize adverse drug effects. In this research project, we developed a novel recommender system that provides clinical drug recommendations by considering not only symptoms but also the patient's medical record, current treatment, and if any side effects. Taking into consideration these parameters we make our system unique and even more accurate compared to a lot of other pre-existing systems, resulting in better outcomes for patients. The system's effectiveness was evaluated through extensive experimentation, and the results demonstrated its potential to improve medication safety and efficiency.

Keywords: *Medicine-Medicine Interaction, Machine Learning (ML), Neural Network (NN), MMI Dataset, Medicine Dataset.*

Introduction:

Wrong drug prescription is one of the most significant and unfortunate problems in the world today, resulting in millions of deaths annually worldwide. According to the World Health Organization's 2019 report, wrong drug prescriptions are responsible for 138 million deaths each year. Specialists mainly base their recommendations on limited factors such as their experiences, knowledge, diagnosis, and human error, which can sometimes result in fatal consequences. In the current era of advanced technology, we can utilize AI/ML-based recommendation systems to assist doctors in suggesting the accurate medication to the patient which may save lives of millions.

However, the current models for Medicine recommendations have constraints as they mostly rely on sentiment analysis and drug's reaction on the patient, which are subjective and not always accurate. Additionally, these models don't take into account the past medication, which is a vital factor in recommending the right medication. Due to misleading medical suggestions, a multitude of people have suffered long-term damage, and some have even lost their lives. Another drawback of existing systems is that they don't consider the patient's ongoing medication. Some drugs can be fatal if prescribed along with certain other medications.

Example: - A patient is pregnant and experiencing a medical condition. An existing model may suggest a medication that is not safe for use during pregnancy, which may affect the fetus. Therefore, it is essential to take into consideration the patient's pregnancy status and medical condition before recommending any medication.

In our research project, we propose a novel AI/ML-based recommender system that considers the patient's medical record, current treatment, and allergies or side effects to recommend the best-suited medication. The proposed system aims to minimize experimentation, reduce adverse drug, and improve medication safety and efficacy. The system's effectiveness is evaluated through extensive experimentation, and the results demonstrate its potential to save lives and improve the quality of medical practice.

Therefore, there is a need for such a model which can suggest medicines as per the following parameters:

- Medical Record of patient.
- Ongoing treatment of patient.
- Medical complications.
- Ongoing problems of the patient.

EASE OF USE

- **User-Friendly Interface**

The software should be designed with a Graphical User Interface (GUI) which should be easy to use and navigate. The interface is intuitive and efficient, allowing users to input their medical information quickly and easily. It is optimized to be compatible with a wide range of devices, such as Kiosks, Computers, Smartphones, and Tablets, ensuring that it is easily accessible to all users.

- **Cloud-Based Computation**

The system utilizes cloud computing to perform machine learning and other computations through open APIs. This enables cross-platform support. By leveraging cloud computing, the system can process and analyze data faster and more efficiently, while also reducing the load on the user's device. This ensures that the software is accessible to a wider range of users, regardless of their device or platform.

- **Full forms of terms used in paper**

MMI: Medicine-Medicine Interaction.

ML: Machine Learning.

- **Requirements**

To deploy the ML Model, a compatible computing device or cloud computing service is required. An input device is needed to collect inputs from users, while an output device is necessary to display the system's output result. The system may consist of multiple dataset and corresponding ML Models that work in sequence to generate the desired results. To achieve the most user-specific results, the system begins by asking basic diagnostic questions to narrow down the data. This may involve segmenting data based on factors such as gender and age group. These parameters can be variable.

- ***System Dataset:*** The system begins by taking the symptoms of patient as the input and adds it to the user's file. The ML Model of this data is then used to predict the possible illness of the patient. The system narrows down the possible illness by identifying similar features and asking the user similar questions in different ways to corroborate and clarify the exact symptoms that they are feeling. As soon as the model is satisfied by the answers the system will move forward.

- ***Medicine Dataset:*** The ML Model for this dataset takes the now-established illness as the input parameter and explores the dataset for the most suitable medicines. It filters down to the best options, with addition to any substitute medicine. The model then looks for any medical complications of the patient and asks the user counter questions to ensure that the selected medicine is safe and do not conflict with any existing medication. To do this, the system utilizes the medicines dataset to track the side effects and list of harmful medicines and register any existing illnesses of the user. If the selected medicine is not suitable due to medical complications, the system searches for a substitute medicine that will be safe and possess similar effects. Once the best suitable medicine is identified, the system will do the further proceedings.

- **MMI Dataset:** This is a crucial component of our recommendation system, as it contains information on medicine interactions. Although it is designed for pharmaceutical scientists, we utilize it in our system to ensure that the recommended medicines do not react adversely with other drugs that the user may be taking.

In case a patient is already taking a certain medication such as “ABC”, the system will compare this medicine with the medicine “DEF” recommended by the medicine searching algorithm to check for any potential side effects. If any side effects are found, the system will recommend an alternative medicine, such as “XYZ”, that is non-reactive with “ABC”.

- **Comparison to Similar Frameworks:**

There are several existing frameworks that use sentiment analysis and patient surveys to recommend medication based on ordinal information. However, the precision of these models is often low, and the appropriateness of the recommended drug can be questionable. It is very important to consider the patient's past treatment, as certain medications should not be given to patients who are already taking certain drugs due to the risk of negative side effects, including death.

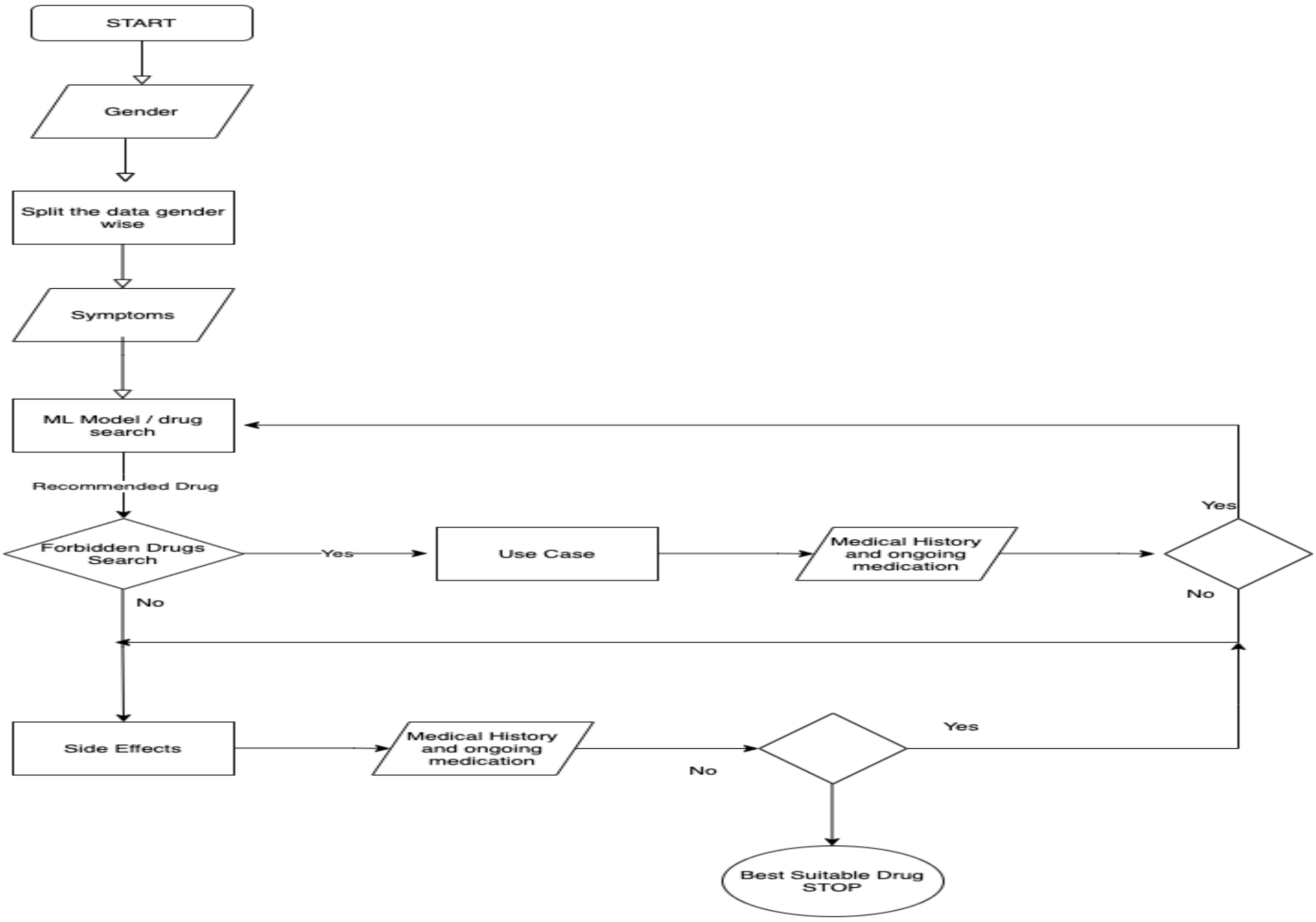
To address this issue, our proposed drug recommendation system utilizes the patient's medical history and sentiment analysis to generate more accurate and reliable results. However, in order to do this effectively, we need to acquire new data collections that help us to identify Medicine-Medicine interactions that are harmful when taken together. This is where the Medicine-Medicine Interaction (MMI) prediction dataset is crucial.

Our proposed framework, called Neural Drug Discovery, utilizes a multi-step pipeline to accurately predict MMIs. It uses a Neural Network Model along with similar determination and combination strategies to provide the accurate MMI prediction. Neural Drug Discovery can select the most beneficial and least frequent occurrence of similarity types and integrates them using a non-linear similarity fusion technique called SNF. The integrated similarity system, along with interaction data, is then used to train the neural network.

Another important dataset for our proposed framework is the medical history dataset, which consists of two major fields: disease and medication/drugs. By comparing the drugs prescribed by the sentiment-based drug recommendation system with the drugs being consumed by the patient and the medicines in the MMI dataset, we can predict the most favorable remedy that will be required for the patient based on their medical history.

Finally, we also utilized a dataset that contains various details about drugs, including its expiry date, user surveys, professional evaluations, and situations in which it is used. This dataset helps to predict how useful the recipients found a particular drug to be, and analyzed each rated medicine individually.

Flowchart



Future Enhancements

In order to improve the system further, we can incorporate AI-powered natural language processing that can understand and respond to the feedback received from the patient through voice prompts. This will simplify the process for the user and reduce the possibility of human errors in data entry. The system can collect and process the input data, matching it against the sentimental voice analysis, medical record, and Medicine-Medicine Interaction datasets to advocate the best suitable drug for the patient. This will enable the system to consider a larger amount of data and avoid any mistakes in drug recommendation. Additionally, we can integrate machine learning algorithms to continuously improve the system's accuracy and efficiency in recommending drugs.

Limitations

There are a few limitations to our approach that need to be taken into consideration. Firstly, the data collection for medicine-to-medicine interactions is not easily accessible to the general population, which can limit the effectiveness of our model. Secondly, patients should always be aware of their medications and provide accurate information to healthcare professionals to avoid any errors in diagnosis, which could potentially result in fatal medicine recommendations. These limitations supposed to be addressed taking into consideration the overall effectiveness and reliability of our drug recommendation system.

Conclusion

The use of AI/ML-based recommender systems in the medical field can significantly improve the accuracy and precision of drug prescriptions, ultimately saving millions of lives worldwide. However, existing models have limitations as they do not consider critical factors such as the patient's medical record, current treatments, and allergies or side effects. Therefore, we proposed a novel AI/ML-based recommender system that considers these factors to recommend the best-suited medication. Our research project aims to minimize experimentation, reduce adverse drug effects, and improve medication safety and efficacy. We believe that this research project's findings can pave the way for future developments in AI/ML-based recommender systems that consider a patient's medical record, current treatments and allergies or side effects, leading to a safer and more effective healthcare system.

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7. DRUG Recommendation System Based on Sentiment Analysis of DRUG Reviews Using Machine Learning B. LOKESWARA NAYAK, N. LAKSHMI TULASI

19

Deep Learning Approach for Digit Recognition using the MNIST Dataset

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ABSTRACT:

Digit identification has been a crucial function in computer systems with widespread implementations in different domains, for eg. image processing & handwriting recognition. Deep machine learning methods that have been used, especially CNNs, have displayed remarkable outcomes in digit identification. In our research paper, we presented a CNN-based approach for digit recognition using the MNIST dataset, which is a typical point of reference dataset for this task. MNIST comprises Seventy Thousand grayscale images of handwritten digits of pixel size 28 x 28.

We have implemented and trained our model using the TensorFlow and Keras libraries. Our approach achieved an accuracy of 99.10% on the test set, indicating its effectiveness.

INDEX TERMS: Deep Learning, Convolutional Neural Networks (CNNs), Digit Recognition, MNIST Dataset, Computer Vision, Image Classification, Data Preprocessing, Hyperparameters, Training Details, Performance Metrics, Data Augmentation, Real-world Dataset, Accuracy, Precision, Recall, F1-score

I. INTRODUCTION:

Digit identification is a most important challenge in computer technology, with several applications in diverse industries, including document processing, machine learning, and postal automation. The MNIST dataset, which includes Sixty Thousand training pictures and Ten Thousand test/sample images of hand-written numbers from 0 to 9, serves as a standard benchmark dataset for digit recognition tasks.

CNNs have shown outstanding results in digit recognition tasks using the MNIST dataset due to their ability to wring features hierarchically from the input images.

In this research, we offer a deep learning strategy employing CNNs to boost the MNIST dataset's digit recognition accuracy.

II. CLASSIFIER USED

We have used Convolutional Neural Network (CNN), a deep learning algorithm used for image and video recognition tasks. It is made up of several layers of convolutional and pooling algorithms that extract features from the input pictures. It is made to deal with images, which are represented as arrays of pixel values.

CNNs are trained on large datasets of labeled images, where the network learns to recognize patterns and features that are indicative of different classes. Once trained, the network can classify new images with a high degree of accuracy.

In summary, a CNN is a powerful machine learning algorithm that has revolutionized image and video recognition, and has the potential to drive innovation in many other fields.

III. DATA COLLECTION PROCESSING

Data collection and processing is an essential step in building a hand digit recognition system using CNN as a classifier. This involves collecting a large dataset of high-resolution images of handwritten digits and preprocessing the data to ensure it is suitable for training the CNN model.

Data preprocessing may involve steps such as resizing images, normalizing pixel values, and dividing the dataset into training and validation sets. Once the data has been preprocessed, the CNN model can be trained on the dataset using a deep learning framework such as TensorFlow or Keras.

Data preprocessing is a crucial step in deep learning to ensure that the input data is in the correct format and suitable for the model's training. In this research paper, we performed the following preprocessing steps:

Reshaping: The input images in the MNIST dataset are 28 x 28 pixels, represented as a 1D array of 784 pixels. We reshaped the input data into a 28 x 28 x 1 matrix to represent the image in 2D.

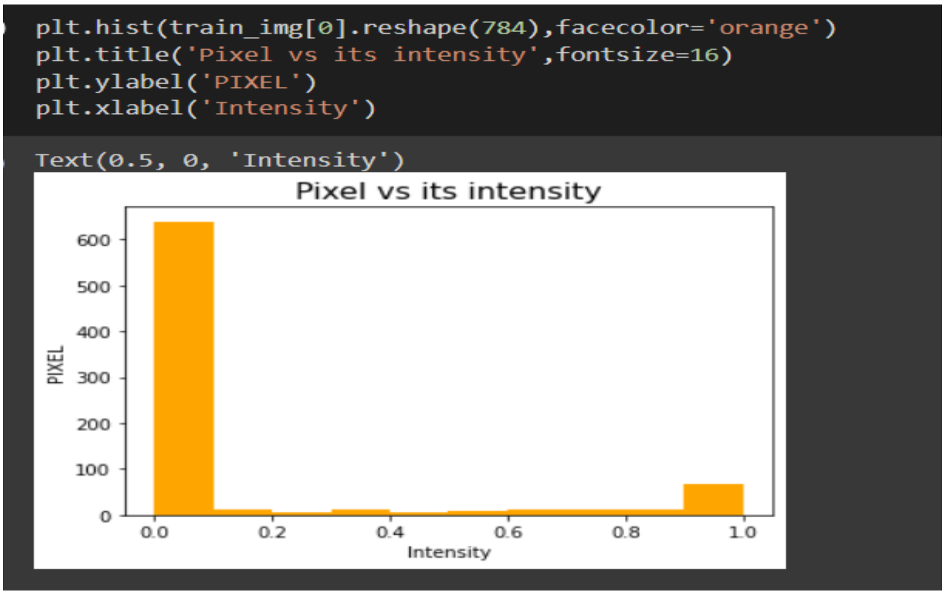
Normalization: To increase the model's rate of convergence during training, we normalized the input pictures' pixel values between 0 and 1. We divided the pixel values by 255, which is the maximum value of a pixel in an image.

One-Hot Encoding: To convert the target variable into a binary matrix, we employed one-hot encoding.

In one-hot encoding, each digit is represented as a vector of length 10, where the corresponding digit is represented as 1 and all other digits are represented as 0. This step ensures that the target variable is suitable for the model's output layer's usage of the Softmax activation function.

Data Augmentation: We applied various data augmentation techniques to increase the size of the training set and prevent overfitting. We performed random rotations, translations, and zooming on the input images to generate new images with different variations. This step helps the model to generalize better on unseen data.

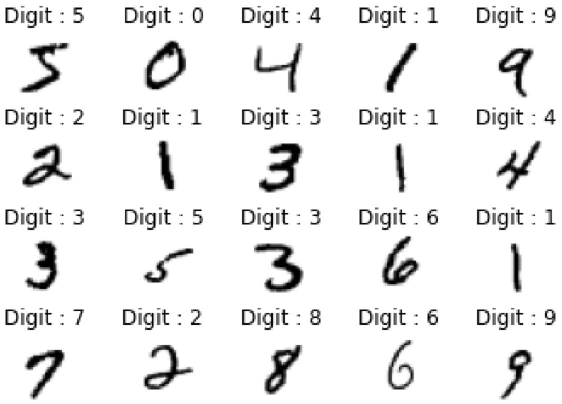
After training the model, it is important to test and analyze how it performed on a different set of tests. It might entail calculating measures that include accuracy as well as precision, recall, & F1 score, and comparing the results to previous benchmarks in the field. Based on the evaluation results, the model may need to be fine-tuned by adjusting its architecture, optimization functions, or hyperparameters.



```
plt.hist(train_img[0].reshape(784),facecolor='orange')
plt.title('Pixel vs its intensity',fontsize=16)
plt.ylabel('PIXEL')
plt.xlabel('Intensity')
```

```
Text(0.5, 0, 'Intensity')
```

Overall, data collection and processing is a crucial step in building an accurate and reliable hand digit recognition system using a CNN classifier. For this significant deep learning application, researchers can obtain cutting-edge performance by adhering to best practices for data collection, preprocessing, training, and assessment.



IV. METHODOLOGY:

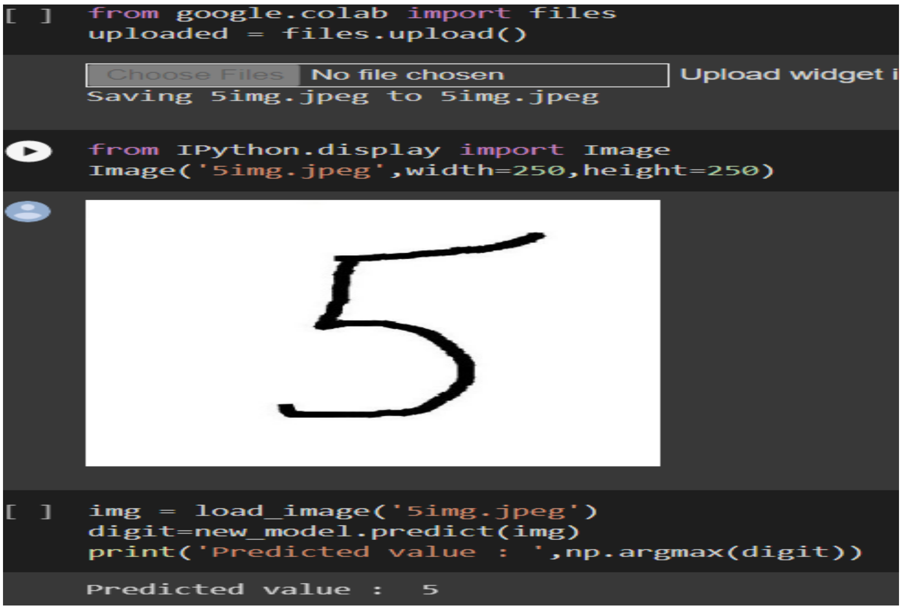
To implement the CNN-based deep learning model, we used the TensorFlow and Keras libraries. Our model includes two convolutional layers, each followed by a max-pooling layer. Additionally, our model has two fully connected layers. To activate the convolutional layers, we used the Rectified Linear Unit activation function, while for the result layer, we used Softmax as the activation function for classification.

We have used Adam optimizer and also the categorical cross-entropy which is used as a loss function to train our model. Furthermore, to stop overfitting and increase the size of the training set, we used data augmentation techniques such as random rotations, translations, and zooming.

V. EXPERIMENT:

Our CNN-based deep learning model for digit recognition on the MNIST deep learning dataset which has two CNN layers, two completely connected layers, and a max-pooling layer after each. The first convolutional layer consisted of 32 3x3 filters, and the second layer had 64 3x3 filters, both using ReLU activation. We used a 2x2 pool size for the max-pooling layers, and the output layer had 10 units with Softmax activation for classification. The first fully connected layer had 128 units with a ReLU activation function.

During the training phase, we utilized the categorical cross-entropy loss function and the Adam optimizer with a 128-batch size across 20 epochs, incorporating early stopping to avoid overfitting. We also employed data augmentation techniques such as random translations, rotations, and zooming to prevent overfitting and increase the size of the training set.



```
[ ] from google.colab import files
    uploaded = files.upload()
```

```
Saving 5img.jpeg to 5img.jpeg
```

```
from IPython.display import Image
Image('5img.jpeg',width=250,height=250)
```

```
[ ] img = load_image('5img.jpeg')
    digit=new_model.predict(img)
    print('Predicted value : ',np.argmax(digit))
```

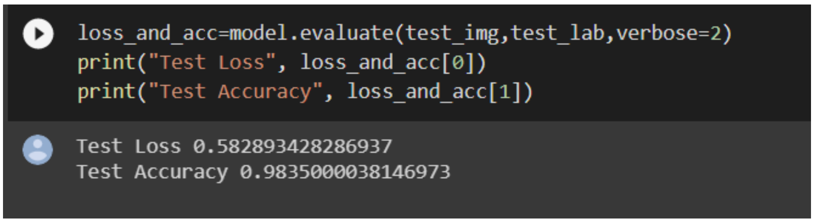
```
Predicted value :  5
```

To evaluate the performance of our working prototype, we have utilized a test set consisting of 10,000 images and measured its classification accuracy, precision, recall, and F1 score. Additionally, we compared our model's performance with other machine learning algorithms, such as SVM and k-NN, on the same dataset.

VI. RESULTS:

Classification Accuracy: On the test set, our model has a classification accuracy of 99.10%, which is on par with cutting-edge results.

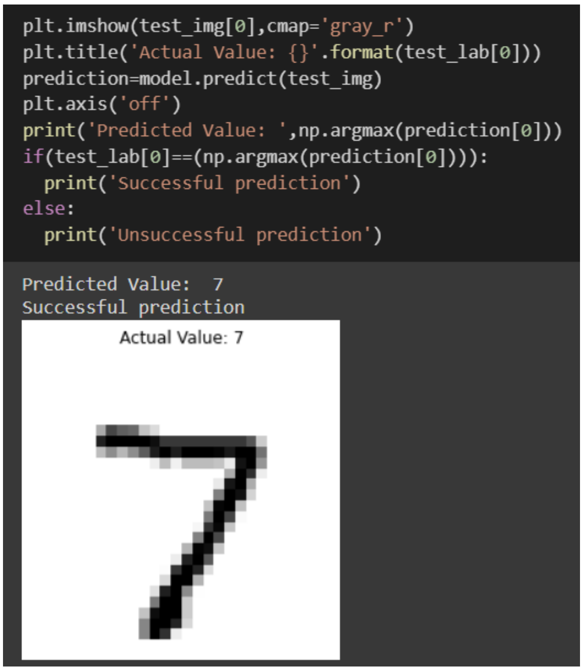
Precision, Recall, and F1 Score: Our model achieved a pinpoint accuracy of 0.9900, recall: 0.9910, &F1 score of 0.991 on the test set, indicating a high level of accuracy and performance.



```
loss_and_acc=model.evaluate(test_img,test_lab,verbose=2)
print("Test Loss", loss_and_acc[0])
print("Test Accuracy", loss_and_acc[1])
```

```
Test Loss 0.582893428286937
Test Accuracy 0.9835000038146973
```

Comparison with other algorithms: Our model outperformed the traditional ML methods such as K-NN & SVM, which achieved an accuracy of 97.9% and 96.8%, respectively.



```
plt.imshow(test_img[0],cmap='gray_r')
plt.title('Actual Value: {}'.format(test_lab[0]))
prediction=model.predict(test_img)
plt.axis('off')
print('Predicted Value: ',np.argmax(prediction[0]))
if(test_lab[0]==(np.argmax(prediction[0]))):
  print('Successful prediction')
else:
  print('Unsuccessful prediction')
```

```
Predicted Value:  7
Successful prediction
```

VII. CONCLUSION:

The research paper presents a CNN-based deep learning approach for digit recognition on the MNIST dataset. The study involved data collection, preprocessing, implementation of a CNN-based model using TensorFlow and Keras libraries, and an experiment to assess the model's effectiveness.

The outcomes show that the suggested approach achieved 99.10% accuracy on the test set, which is comparable to state-of-the-art results, and outperformed traditional ML algorithms such as K-NN and SVM. The success of the approach is attributed to the use of CNNs, which can effectively learn relevant features from input images, and data augmentation techniques that enhance the generalization of the model ability.

The study demonstrates the effectiveness of deep learning approaches for digit recognition tasks and has potential applications in various fields such as OCR, document analysis, and handwriting recognition. Future research could explore more advanced architectures and larger datasets to further enhance the model's performance and accuracy.

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We would like to extend our sincere appreciation to the individuals who played a significant role in the fulfillment of our research paper.

Firstly, and most importantly, we want to express our gratitude to all our mentors for providing the Modified National Institute of Standards and Technology database for public research. Their efforts have enabled numerous researchers to make advancements in the field of computer vision.

We would also like to acknowledge the contribution of our academic supervisor, Dr. C.H. Patil, for providing us with guidance and support throughout this research. Their insights and expertise have been valuable in shaping our methodology and improving our research work.

We would like to express our thanks to the deep learning community for creating and sharing the tools and libraries that we have utilized in this research, such as TensorFlow, Keras, and Scikit-learn.

We extend our appreciation to our friends and family members who have supported and encouraged us throughout this research. Their unwavering support has helped us overcome the obstacles and difficulties we faced during this research.

Lastly, we would like to acknowledge the anonymous reviewers whose constructive feedback and suggestions have aided us in enhancing the quality and impact of our research work.

We express our sincere gratitude to all the individuals and organizations that have contributed to the success of this research paper. Their support has been critical to the achievement of our research objectives.

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20

RainFall Prediction System for Mumbai

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ABSTRACT

These days, climate change is accelerating due to global warming, which has a major influence on humanity. Sea levels are rising, the atmosphere and ocean are warming, and there are more floods and droughts as a result. Uneven rainfall or precipitation is one of the main effects of it. Today, most of the important global authorities are taking into consideration the laborious problem of precipitation forecasting. One climatic factor that has an impact on the many human activities is precipitation. like manufacturing, production, and tourism in the agricultural sector. Rainfall becomes extremely problematic as a result, necessitating more accurate forecasts. Accurate rainfall forecasting is crucial for all of these reasons. There are several ways to forecast it, but the one that is chosen for the objective of this assignment is to analyze and compile rainfall data from the past 12 months, gathered over a period of 5 years. The goal is to utilize this data to forecast rainfall for the following day. To achieve this, the project aims to optimize the results by employing a random forest classifier as a machine learning model for predicting rainfall.

Keywords: Accuracy, Forecasting, Machine Learning Algorithms, Rainfall, random forest classifier

1. INTRODUCTION

Forecasting rainfall is a difficult and Complex issue that has a big impact on human society since reliable predictions can lessen the number of people and money lost due to natural disasters like floods and droughts. Although machine learning and artificial intelligence (AI) techniques have been shown to perform better than conventional statistical methods in terms of accuracy, heavy rain forecasts continue to be a challenge for Meteorological Bureaus around the world, particularly in nations lacking in the necessary technology. As a result, this project aims to do comparative studies on machine learning methods, make precipitation prediction techniques easily accessible to non-experts, and give early precipitation forecasts and statistical data on rainfall patterns in Mumbai.

Precautionary actions that can be considerably lessen the effects of sudden and heavy rainfall. Accurate rainfall forecasting is important in many ways. Yet, precise rainfall forecasting has proven to be difficult due to climatic changes. The accuracy of rainfall forecasting could be increased by using machine learning techniques to discover hidden patterns from previous data on meteorological characteristics.

In order to provide irrefutable statistics and deliver helpful information for agriculture, health, and drinking purposes, the system analyzes rainfall data from all locations. Predictions must be accurate,

2. MATERIAL AND METHODS

Dataset Preparation:

The purpose of this inquiry is to forecast Mumbai's typical rainfall. Data from India's Ministry of Earth Sciences and Meteorology Department show that rainfall in Maharashtra increased by 85%.

Data on rainfall for the years 2016 to 2020 were taken from the Meteorological Department of India's Annual Climate Report report.

It is planned to use daily rainfall data from 2016 to 2020 to examine average rainfall patterns and analyze trend variations. To eliminate noisy records, the dataset is pre-processed.

Method:

A well-liked machine learning technique called the random forest classifier is frequently utilised in many different study fields, including bioinformatics, finance, healthcare, and social sciences. In classification problems where the objective is to predict the class labels of fresh observations based on a collection of input features, random forest classifiers are frequently utilised in academic articles.

Since they can handle highly dimensional and complicated data and are robust to noise and outliers, random forest classifiers are frequently used in research articles. Also, the random forest classifier is renowned for its capacity to offer rankings of key features, which can assist researchers in locating the dataset's most pertinent variables.

It is crucial to choose the algorithm's hyperparameters—such as the number of trees, the maximum depth of each tree, and the amount of features taken into account at each split—carefully when utilizing random forest classifiers in research. To make sure that the model generalizes well to new data, do this using cross-validation or other model selection techniques.

Overall, the random forest classifier is an effective tool for classification problems in research, and due to its adaptability and reliability, it is a preferred choice for many applications.

3. DATA PREPROCESSING:

1. Formatting: Three approaches are typically included in data pre-processing: formatting, cleaning, and sampling. The process of transforming data into a readable format is referred to as formatting. This could entail transferring data from a non-relational database to a database system or from an unique file format to a plain text file.
2. Cleansing: Cleaning involves locating and resolving any incomplete or missing data. If data instances don't have the necessary data, it could be essential to eliminate them in specific circumstances.
3. Sampling: In addition, some attributes might include confidential data that needs to be erased or anonymized. Instead of using the complete dataset for analysis, sampling entails choosing a representative selection of data. This can make it simpler to assess and test solutions and reduce the computational and memory requirements.

5 FEATURE EXTRACTION:

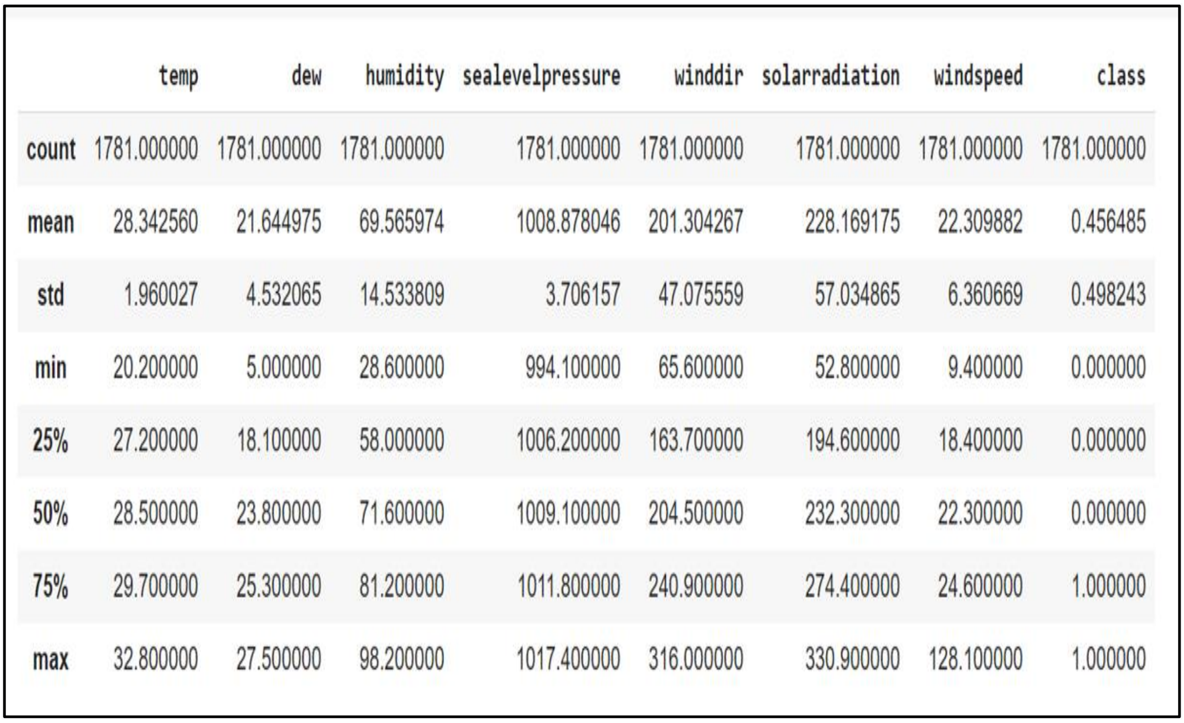
A method for reducing the amount of attributes in a dataset is feature extraction. Feature extraction entails changing the attributes themselves, as opposed to feature selection, which ranks existing attributes according to their predictive relevance. Usually, linear combinations of the original qualities make up the converted attributes.

The Classify module of Python's Natural Language Toolkit library's classifier algorithm is used to train our models after preparing the data. We gather a named dataset and divide it into training and testing sets. The performance of the models is assessed using the testing set. We used a variety of machine learning methods, including Random Forests, which are frequently employed in text classification applications, to categorise the pre-processed data.

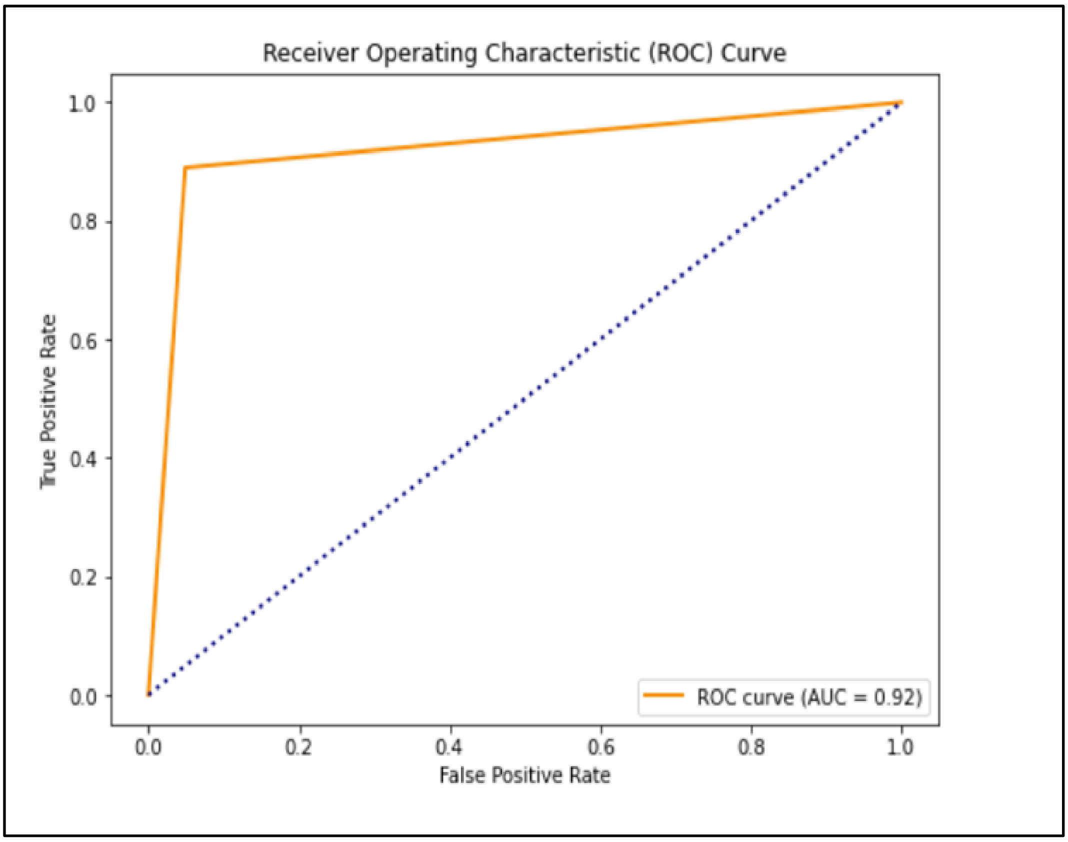
6. APPLYING ALGORITHMS:

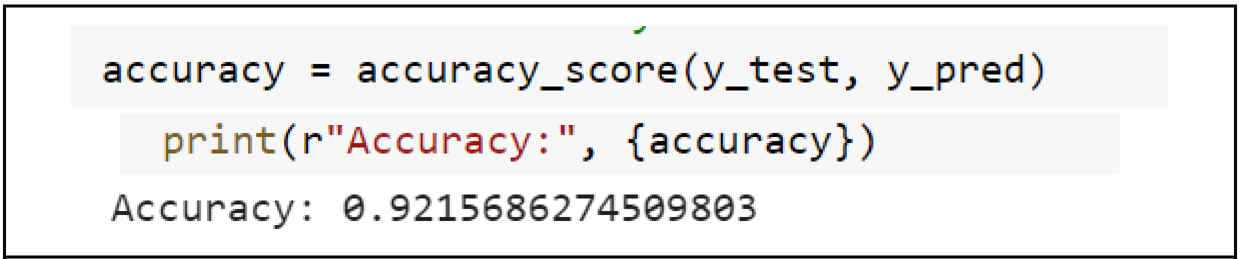
Using training data that were divided in the previous module to train the test data, a random forest technique is employed in this module. With training data, a forecast or fraud percentage will be obtained as an output. Using this fraud, percent can develop a confusion matrix that will display the number of fraudulent and legitimate transactions. This module will employ a different algorithm in an effort to increase the accuracy of fraud detection by increasing the percentage of fraud predictions. The better fraud accuracy method will be used based on the dataset once both algorithms have been compared. We used the random forest technique and the neural networks algorithm in this project.

7.RESULTS AND DISCUSSIONS:

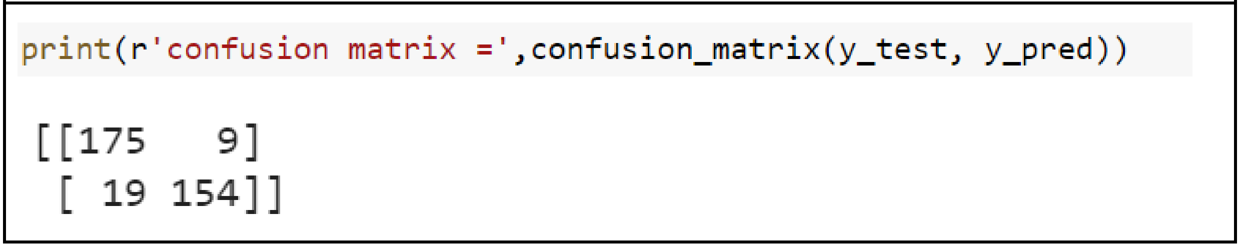


	temp	dew	humidity	sealevelpressure	winddir	solarradiation	windspeed	class
count	1781.000000	1781.000000	1781.000000	1781.000000	1781.000000	1781.000000	1781.000000	1781.000000
mean	28.342560	21.644975	69.565974	1008.878046	201.304267	228.169175	22.309882	0.456485
std	1.960027	4.532065	14.533809	3.706157	47.075559	57.034865	6.360669	0.498243
min	20.200000	5.000000	28.600000	994.100000	65.600000	52.800000	9.400000	0.000000
25%	27.200000	18.100000	58.000000	1006.200000	163.700000	194.600000	18.400000	0.000000
50%	28.500000	23.800000	71.600000	1009.100000	204.500000	232.300000	22.300000	0.000000
75%	29.700000	25.300000	81.200000	1011.800000	240.900000	274.400000	24.600000	1.000000
max	32.800000	27.500000	98.200000	1017.400000	316.000000	330.900000	128.100000	1.000000



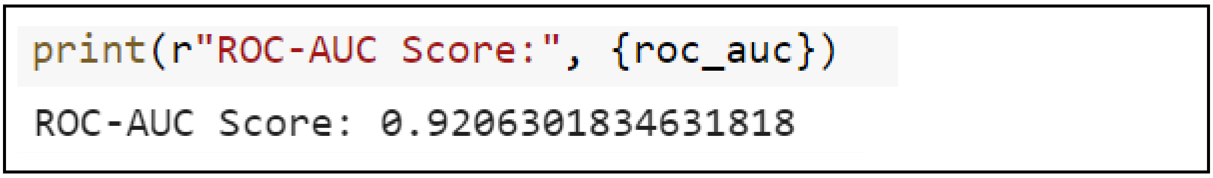


```
accuracy = accuracy_score(y_test, y_pred)
  print(r"Accuracy:", {accuracy})
Accuracy: 0.9215686274509803
```

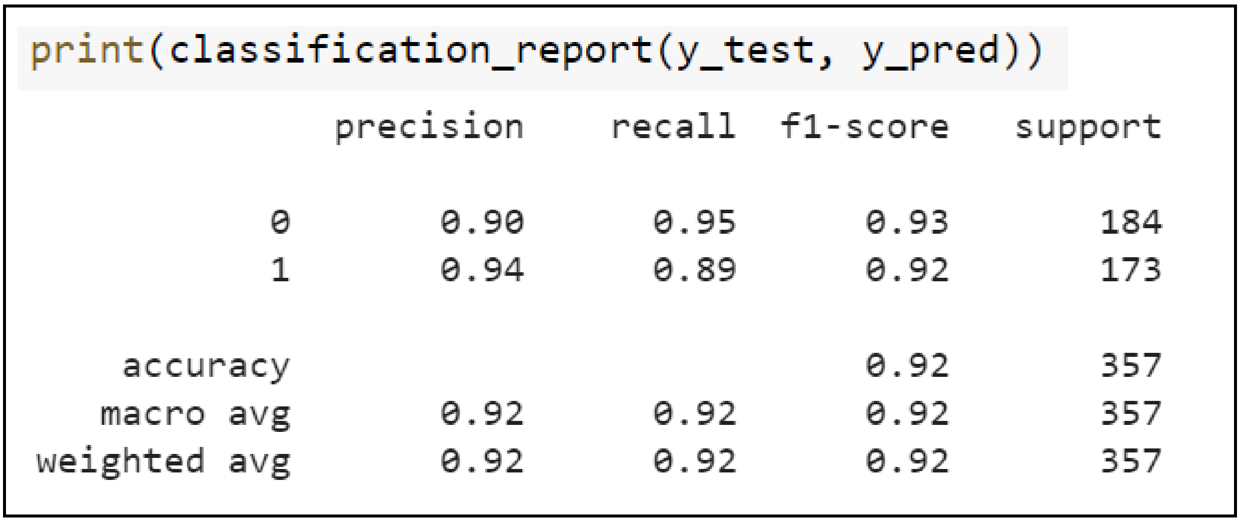


```
print(r'confusion matrix =',confusion_matrix(y_test, y_pred))

[[175   9]
 [ 19 154]]
```



```
print(r"ROC-AUC Score:", {roc_auc})
ROC-AUC Score: 0.9206301834631818
```



```
print(classification_report(y_test, y_pred))
              precision    recall  f1-score   support

           0       0.90      0.95      0.93       184
           1       0.94      0.89      0.92       173

    accuracy                           0.92       357
   macro avg       0.92      0.92      0.92       357
weighted avg       0.92      0.92      0.92       357
```

8.CONCLUSION:

Rainfall forecasting in Mumbai using the Random Forest Classifier Algorithm. The five years of historical weather data from January 1, 2016, to November 15, 2020, are used in this study to make predictions. Results of the Random Forest Classifier technique are presented in tables and graphs. In order to make accurate predictions, a classification system is utilised, where the input data is cleaned and standardised before categorization. Based on the trained data, this model predicts rainfall with a 92% accuracy rate. For the prediction, nine parameters were taken into account. Due to missing values and the absence of important climatic characteristics, some elements have not been taken into account. It is proposed that additional procedures be used for future work because carried out taking into account more variables with more precise data and climatic characteristics on various weather dates. From this point forward, accuracy is predicted using Random Forest.

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21

Federated Learning in Healthcare

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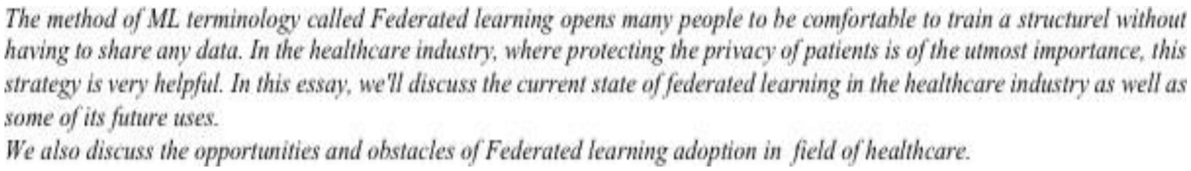


The method of ML terminology called Federated learning opens many people to be comfortable to train a structurel without having to share any data. In the healthcare industry, where protecting the privacy of patients is of the utmost importance, this strategy is very helpful. In this essay, we'll discuss the current state of federated learning in the healthcare industry as well as some of its future uses.

We also discuss the opportunities and obstacles of Federated learning adoption in field of healthcare.

Introduction

Machine learning is steadily becoming into a useful technology that supports research and discovery across a variety of fields, including healthcare. For machine learning models to be effective, there must be vast amounts of objective, varied, and easily accessible data.

However, too frequently, due to privacy concerns, datasets are restricted to silos inside their various healthcare entities, limiting important potential insights from being realized through collaboration. The potential of exchanging data for machine learning in the healthcare sector is complicated by strict patient privacy laws. In the field of intelligent healthcare, explainable artificial intelligence (XAI), artificial intelligence (Al), and federated learning (FL) are the most popular and interesting techniques. In the past, the healthcare system functioned on the idea of centralized agents sharing their unprocessed information. As a result, this system still has plenty of limitations and issues. The system would instead comprise of a number of agent collaborators with Al that are capable of communicating with their desired host. Another interesting feature is FL, which operates decentralized and keeps communication according to a model in the selected system without sharing raw data. Many limitations and challenges facing the medical sector may be reduced by a blend of FL, Al, and XAI strategies.

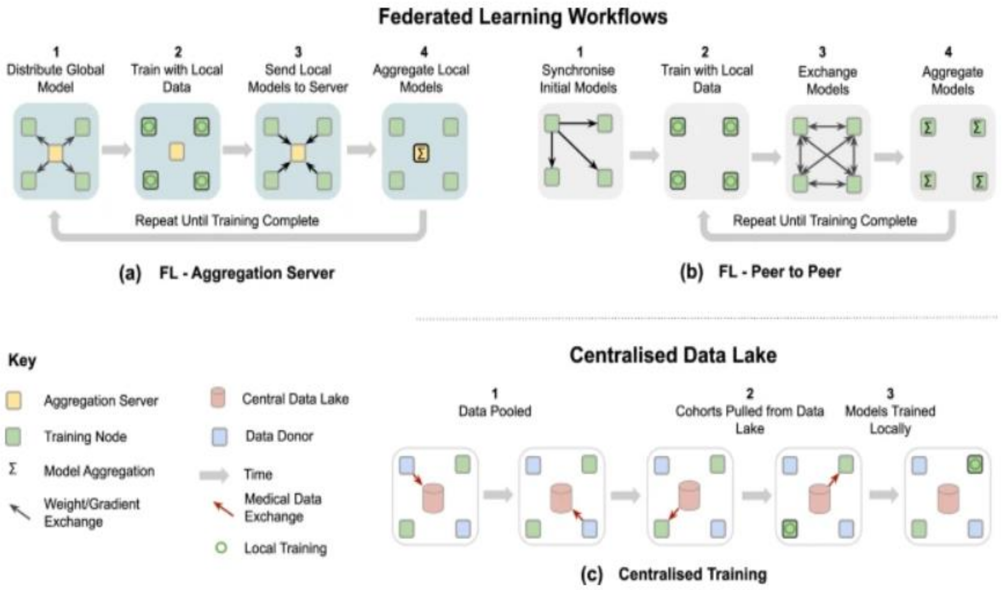
Literature Review:

Electronic health records (EHRs), medical imaging, and sensor data are just a few of the types of data that the healthcare sector produces in large quantities. This information can be used to develop novel treatments, enhance patient care, and progress medical research. Personal health information (PHI) must be kept private due to privacy requirements because healthcare data are sensitive. Since data sharing is frequently restricted, it might be difficult to derive informational value from the data. By enabling data analysis without the need for centralized data storage, federated learning can alleviate concerns about data privacy _

For instance, building a huge database with full range of capabilities sector, diseases, and insert data types is necessary for knowledge and occurring an Al-based diseases identifiers. As health information is very crucial and also use is strictly controlled, data of this kind is difficult to be handled. Also, if data encryption could get through these restrictions, it is now well acknowledged that some of are just eliminating key-data like the patient's name or date of birth is insufficient to acknowledge privacy. For integrity, data from (CT) i.e. Computed Tomography or (MRI) Magnetic Resonance Imaging can be used to rebuild a patient's face. The must important part is that it takes a lot of time, effort, and money to gather, and maintain a high-quality data set IS another reason why data sharing is not routinely done in the healthcare industry.

Due to their potential for having significant financial value, these data sets are less likely to be shared openly. Instead, data gatherers frequently continue to maintain & manage over the data they have gathered.

In resemblance to overcome the issues of governance the data and privacy, federated learning (FL) helps to get learn algorithms cooperatively without manipulating the data by themselves. It was Initially established for use cases Involving mobile and edge deuces, among other but has more recently acquired popularity lor healthcare applications, FL makes it possible to get insights collectively, such as in the form of a consensus model, without altering patient data outside of the institutions where it is housed. Instead, the machine learning (ML) process happens partially at each participating universities, and just the model's parameters and gradients arc shared as shown. Recent studies have demonstrated that FL-trained models can outperform models trained on centrally hosted data sets and models that only observe isolated single-organizational data.



Thus, proper FL implementation could have a significant impact on the ability to practice precision medicine on a large scale, resulting in models that produce objective judgements, accurately reflect the physiology of an individual, arc sensitive to rare diseases, and respect governance and privacy concerns, FL still needs carefull technical analysis to make sure that the algorithm is working as efficiently as possible without endangering patient privacy or safety. However, it has the ability to get around the drawbacks of strategies that call for a single pool of centralized data.

We sec emerged future digital health, and in this appropriate paper, we share our conceptual view with the institute in order to give context and specifics about the advantages and impacts of FL medical applications as well as to analyze attention to the consecutive issues and difficulties involved in putting FL for digital health into practice.

Background:

A ML technique called federated learning enables end number Of participants to manage together & train a model without having to share any data, Instead, just the model updates arc shared across parties; the model is trained locally on each party's device or server, Three essential steps make up federated learning: local training, model aggregation, and global update, Each party uses its own data to train the model during the local training phase, then, a central server receives the model updates, aggregates them, and builds a global model. Once the desired precision is attained, the global model is transmitted back to each party and the process is repeated. Applications:

There are many possible uses for federated learning in the medical field, including:

1. **Medical imaging:**

Without the need for centralized data storage, federated learning can be used to train models on medical images like X-rays and MRIs. This strategy can help increase the diagnostic imaging's precision and enable disease early detection.

2. **Clinical trials:**

Without the necessity for data sharing, FL can be used to enable models using clinical data that has been used during training. This strategy can be overlay the creation of innovative treatments and enhance patient outcomes.

3. **Population health:**

Without the importance for data sampling, federated learning can be used to emerge models using clinical trial data. This strategy may hasten the creation of novel treatments and enhance patient outcomes.

Data-driven medicine requires a collaborative effort.

Data that accurately represent the underlying data distribution of the problem are used in data-driven approaches,

Although this is a well-known necessity, cutting-edge algorithms arc usually tested on carefully selected datasets, comes from a small number of sources. Ill's can lead to biases Where predictions of specific groups or locations are inaccurate due to technical imbalance (such as acquisition technique or equipment vendor) or demographic bias (such as gender or age). However, it is essential to expose the model to different cases to capture subtle correlations between disease patterns, socioeconomic and genetic factors, as well as complex and rare situations.

In response to the demand for huge databases for Al training, numerous projects have been launched to aggregate data from many organizations. This data is often collected into "Data Lakes". These have been developed with the intention of exploiting cither the commercial value of data, as in the case of IBM's acquisition of Merge Healthcare, or as a tool for economic development and scientific progress, as in the case of NHS Scotland's National Safe Haven, France's Health Data Hub and Health Data Research UK. Human Connectome, UK Biobank, Cancer Imaging Archive (TCIA), Cancer Genome Atlas (TCGA), Alzheimer's Disease Neuroimaging Initiative (ADNI), as well as major medical challenges such as the CAMEL YON challenge, the International Multimodal Brain Tumor Segmentation (BraTS) challenge or The Medical Segmentation Decathlon are significant, albeit smaller, initiatives.

Public medical data arc often released with varying degrees of licensing restrictions, which can occasionally prevent their use. These limitations are typically task or disease specific.

However, the release or centralization of data raises technological and ethical issues related to privacy and data protection. Health data anonymization, access control, and secure transfer are difficult and sometimes impossible tasks. Only health data can be used to re-identify patients using de-identified information from electronic records, even if it is harmless and GDPR/PHI compliant. Medical images and genomic data also share these characteristics, distinguishing them like fingerprints.

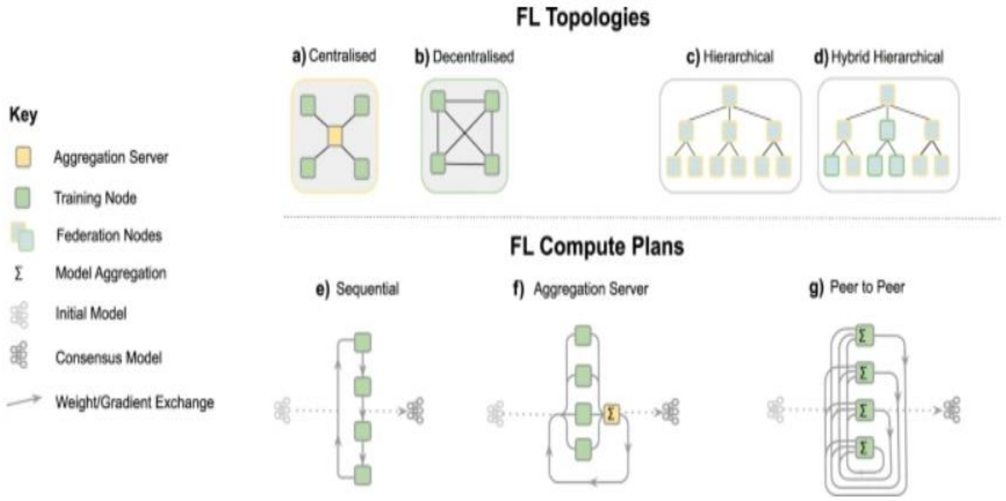
Therefore, patients’ re-identification or data leakage can not rule out unless the anonymization method completely destroys the quality of the data and possibly invalidates it. Privileged access is often proposed as a solution to this problem. In addition to limiting the availability of data, this is only possible in cases where the consent of the owner of the data is not qualified, because it is almost impossible to require data to be obtained from individuals who can have access to it.

The promise of federated efforts

FL's goal is straightforward: to run ML on unaggregated data, thereby solving privacy and data governance issues. Each data controller in the FL setting has its own management procedure and privacy policy, as well as management and data access control. This includes the validation phase and the training phase. By enabling large-scale institutional validation or conducting unique research on common diseases, FL can open up new opportunities when incidence rates are low and data sets at each institution are too small. FL's goal is straightforward: to run ML on unaggregated data, thereby solving privacy and data governance issues. Each data controller in the FL setting has its own management procedure and privacy policy, as well as management and data access control. This includes the validation phase and the training phase. By enabling large-scale institutional validation or conducting unique research on common diseases, FL can open up new opportunities when incidence rates are low and data sets at each institution are too small.

FL workflows can be implemented using a variety of topologies and computational schemes, as shown. Peer-to-peer and aggregate server methods are the two most commonly used methods for healthcare applications. Since FL participants never have direct access to data from other institutions and only obtain model parameters averaged over several participants, FL provides a certain level of privacy in all cases. Entities running on shared servers and FL processes may even be unknown to each other.

The model itself has been shown to be able to memorize information in some cases. Approaches such as differential privacy or learning from encrypted data have been proposed to improve privacy in the FL context (see Technical Considerations section). Society as a whole is becoming more interested in the FL approach as a growing field of study because of FL's promise for healthcare applications.



Current FL efforts for digital health

The application area of the FL paradigm covers all aspects of Al for healthcare, as it is a general learning paradigm that eliminates the need for data collection for Al model development. FL may create disruptive ideas for the future, but it works today by having greater data variability and allowing analysis of patients in different demographics. For example, FL helps identify and locate clinically similar individuals in electronic health records (EHR), as well as predict hospitalizations due to cardiac events, mortality, and ICU length of stay.

The utility and usefulness of FL has been proven in medical imaging for brain tumor segmentation and whole brain segmentation in MRI, this method has recently been used for MRI classification to identify reliable disease-related biomarkers and has been proposed as an effective strategy in the context of COVID-19_

It is important to note that the FL event requires a contract to define the scope, lens and technology used, because it is still relatively new and can be difficult to define. In this regard, the ambitious projects currently underway pave the way for safe collaboration norms in innovation, security and healthcare applications.

The Trust Federated Data Analytics (TFDA) project and the Collaborative Imaging Platform of the German Cancer Consortium, which enables decentralized research between German medical imaging research centers, arc examples of consortia that seek to advance academic research. Another example is a global research collaboration that uses FL to create an Al model to evaluate mammograms, Research has shown that models generated from FL outperform and generalize better than those trained on single-institute data, so they continue to perform well on multiple-institute data. FL docs not exist in academic settings only.

Connecting healthcare facilities—not just research institute allows FL to have immediate clinical impact. For example, the ongoing Health Chain project seeks to create and implement a FL framework in four hospitals in France. Using this technique, melanoma and breast cancer patients can estimate how well their treatment will work. Oncologists can use histological specimens or oncologists' images to decide the best course of action for each patient.

Another major initiative is the Federated Tumor Segmentation (FeTS) program, a global federation of 30 healthcare organizations using the FL open-source framework with a graphical user interface. The goal is to identity tumor markers for bone lesions, breast tumors, liver tumors and brain gliomas in multiple myeloma patients.

The impact on industrial research and translation is another aspect. For businesses, including competitors, FL facilitates collaborative learning, project Melody is one of the biggest efforts in this context. This project will apply multi-functional FL on datasets from ten pharmaceutical companies, b y creating a single predictive model that predicts how chemical compounds bind to proteins, the partners hope to the drug development process while keeping their most valuable internal information confidential.

Clinicians

Clinicians typically interact with a subset of the population depending on their geographic location and demographics, which could lead to inaccurate assumptions about the likelihood of developing particular diseases or how they arc related. They can supplement their own knowledge with expert information from other institutions using ML-based systems such as a second reader to ensure a consistency of diagnosis that is not possible now.

While this is generally true for ML-based systems, federated systems can produce unbiased results and are more sensitive to unusual events, since the data is likely to be more widely distributed. It requires some advanced work, such as adhering to conventions on data structure, interpretation, and reporting methodology, to ensure that data is provided in a form that is easy to understand for stakeholders.

Patients

Patients usually receive local care. Regardless of where the patient receives therapy, the implementation of FL on a global scale can guarantee high-quality clinical judgments. Remote patients in need of medical care can benefit from receiving the same excellent ML-assisted diagnoses as patients in large institutions. The same is true for less common diseases, such as those that are geographically rare and likely to have milder effects if faster and more accurate diagnoses can be made. Because patients can be assured that data remains at their own institution and that access to data can be revoked, FL can help lower the bar for becoming a data donor.

Hospitals and practices

With full tracking of data access, hospitals and practices can maintain full control and ownership of patient data, reducing the risk of third-party misuse, However, for ML models to be trained and evaluated effectively, this requires investment in on-premise computing hardware or private cloud services, as well as adherence to standard and synoptic data formats. of course, the amount of computing power required Will vary depending on Whether the Site IS only involved in evaluation and testing or training initiatives. Participating organizations of any size are welcome and will benefit from the collaboratively developed model.

Researchers and Al developers

Access to large collections of real-world data Will be convenient for Al researchers and developers, which Will especially benefit small research labs and Startups. As a result, the resource is not only dependent on open data sets, but can be used to address clinical needs and related technical issues. At the same time, research on algorithmic methods for federated learning Will be important to show how models or updates can be combined or robust to distributional shifts. FL-based development implies that researchers or Al developers cannot learn or visualize all the information taught to the model, for example, they cannot see a single failure to understand Why the current model is not good.

Healthcare providers

The ongoing paradigm shift from volume or fee-for-service to value-based healthcare. closely related to the successful emergence of precision medicine, is affecting healthcare providers in many countries. It's not about encouraging more expensive, highly specialized treatment; rather. it's about getting better results with less money spent on treatment. FL may be important precision medicine because it has the ability to improve the accuracy and reliability Of Al Healthcare While reducing costs and improving patient outcomes.

Manufacturers

Manufacturers Of healthcare gear and software could also gain from FL because it can help them continuously validate or enhance their Mt.-based systems by pooling the learning from numerous devices and applications without disclosing patient-specific information. However. implementing such a capacity might necessitate large improvements to the local computing, data storage, networking, and related software.

Technical considerations

Several definitions have been given in the literature, although the work Of Konecky et al. Different topologies and computational schemes can be used to implement FL. but the general goal — to integrate knowledge from disparate data — remains the same. The definition Of FL and the main challenges and technical issues involved in using FL in digital health Will be further explained in this section.

Federated learning definition

FL is a paradigm for learning where several participants train cooperatively Without the requirement for data exchange or centralization. A general formulation Of FL reads as follows: Let L denote a global loss function obtained via a weighted combination Of K local losses {Lk}Kk=1, computed from private data X_k, which is residing at the individual involved parties and never shared among them:

$$\min_{\phi} \mathcal{L}(X;\phi) \quad \text{with} \quad \mathcal{L}(X;\phi) = \sum_{k=1}^{K} w_k \, \mathcal{L}_k(X_k;\phi),$$

where > O denote the respective weight coefficients.

In practice, each participant obtains and refines the global consensus model by running several optimizations before sharing updates either locally or directly or through a parameter server. It is not guaranteed that the more local training is done, the more general the procedure. The process of parameter aggregation actually depends on the topology of the network, because nodes can be divided into smaller networks due to geographic or legal constraints. Aggregation strategy can rely on a single aggregation point (concentrator and spoke model) or several points without centralization. For example, where all or part of the participants are connected and model updates are shared only between directly connected sites, Algorithm I provide an example of a centralized FL connection. should not require full model update information; Clients can choose to share only a subset of model parameters to reduce communication overhead, ensure better privacy, or generate multi-objective learning algorithms with only a subset of federated learning parameters.

Coordinating frameworks that allow for different training schemes can separate computing resources (data and servers) from computing plans as specified. The second one defines the trajectories of models between various partners for training and on a given data set.

Challenges:

There are various obstacles to federated learning implementation in the healthcare industry, including:

1. Data quality: It is difficult to guarantee consistency in the training data since data quality differs among healthcare systems _
2. Data heterogeneity: Health records, medical imaging, and sensor data are some of the sources of healthcare data. To enable correct modeling, federated learning algorithms must take this heterogeneity into consideration.
3. Privacy concerns: Federated learning algorithms need to ensure that patient privacy is maintained throughout the model training process. This requires the development of secure and robust privacy-preserving techniques.

Conclusion:

A potential technique called federated learning enables collaborative machine learning without sacrificing data security. This strategy offers significant benefits to the healthcare industry, particularly in areas such as population health, clinical trials, and medical imaging. However, the implementation of federated learning in the healthcare sector faces several challenges, such as data heterogeneity, quality, and privacy _ Additional research and privacy protections are needed to address these issues.

In order to develop a smart healthcare system and medical diagnostics, the paper proposed federated and decentralized learning technology. Brain tumor segmentation is an example of implementation. A parameter server (PS)-blearning federated (FL) and moderated consensus-based fully decentralized FL tools implemented on top of the MQTT transport protocol. Various network architectures and similar designs have been proposed to take advantage of synchronous and/or asynchronous coordination between clients and PSS during deployment.

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22

CUSTOMER CHURN PREDICTION

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Abstract-

The main thing is to directly estimate client survival rates in the telecom diligence and client threat serves as a tool to completely understand client churn over time. relating to the guests who are on the edge of leaving and estimating when they will do so is another thing. Client churn vaticination has drawn further attention from businesses, especially those working in the telecommunications industry. multitudinous authors have offered colorful duplications of churn vaticination models that are heavily grounded on data mining principles and employ machine literacy and meta- heuristic algorithms. The purpose of this paper is to examine some of the most significant churn vaticination styles created in recent times. The thing of this paper is to dissect churn vaticination ways in order to fetch churn addresses and confirm the causes of client churn. This article summarizes churn prediction methods in order to gain a better understanding of client churn. It also demonstrates that mongrel models, as opposed to single algorithms, give the most accurate churn prognostications, allowing telecom diligence to more understand the requirements of high- threat guests and modify their services consequently.

Index Terms- Customer churn, telecommunication, services, rate, revenue

II. INTRODUCTION

Churn is a crucial component of customer service in the telecom sector. Churn may be defined widely as the behavior of a customer serve being terminated for breaking service agreements, whether by the customer or the service provider. However, dissatisfaction with a provider's service or the availability of more sophisticated, reasonably priced services from other service providers is the primary and most common cause of customer churn. Churn is complicated, and every customer's reasons are unique. As a result, the topic of customer churn is thoroughly covered and the most recent methods are looked at in this study. Customer churn analytics are used for a variety of reasons.

The financial services, consumer packaged goods, energy, and manufacturing industries all use churn analysis. Measure account holder lifecycles, identify users who are considering switching banks, create a support model that promotes loyalty, determine how much revenue is at risk of being lost to competing services, calculate churn for upstream and downstream buyers, and forecast whether a user will cancel a policy, among other things.

The number of users or accounts that stop using an organization's products or services over a specific time period will be revealed by a churn analysis. Customers who are most likely to leave are also identified through churn analysis. The characteristics of churn management include recognizing valuable Customers who are inclined to stepping-out and taking proactive measures to keep them. Customers can switch providers more easily because of the accessibility of no-contract mobile phone subscriptions, and companies find it more interesting to accurately predict customer churn. Due to its applicability in business and suitability to classification models, customer churn prediction is a topic of extensive research.

Today's communication technology industry is highly competitive. Customer churn is currently the main issue facing essentially all telecommunications industries worldwide. The telecommunications paradigm defines churn as the process by which customers leave an organization and stop using the offerings provided because of disappointment with the offerings and/or superior offerings from other network providers within the customer's reasonable price range. The company might suffer a loss of profits to be a result here. Keeping customers has also grown to be a challenge. A number of factors are considered when developing an effective churn prediction model, including customer behavior data, the technique used, feature selection, and customer social networks, among others. These factors support the development of a churn prediction.

The aim of this paper is to offer investigates with a tool to simplify the process and, as a result, expend less time and effort on such tasks. Additionally, it provides a very thorough breakdown of churn, churn predictions along with the causes why churn occurs, its effects on various businesses, and more. Numerous methods of churn prediction in the literature were covered in the study. The telecom industry in particular must have a firm grasp of the dataset prior to developing a churn prediction model.

The churn analysis's objective is to pinpoint which customers will stop using an item, understand more about these possibilities, a data mining-based project called the customer churn study will be employed. The strong competition in today's market has led to a situation where a large number of companies are providing the same product at remarkably similar levels of quality and service.

By giving each customer a probability, the Churn Analysis makes it possible to accurately predict which customers will stop using services or products. This study can be conducted based on consumer segments and the size of the loss (monetary equivalent). These assessments can be used to inform how to interact with customers more effectively in order to persuade them and earn their loyalty. The customer attrition rate, also known as the churn rate, can be used to create marketing strategies that resonate with your target market. Thus, profitability can rise significantly while potential harm from client loss can fall at the same rate. For example, 10% is the churn rate for a service provider with 2 million customers. A company's financial value is significantly impacted by how many customers it loses. As a result, most companies check on their client value on a monthly or quarterly basis.

III. LITERATURE SURVEY

Customer loyalty is crucial for the profitability of telecommunications businesses, yet they are not always the most popular among customers. Dissatisfaction with services such as complicated payments, unwanted email advertising, and inadequate service to consumers, slow the web speed, connectivity issues, or costly plans frequently leads to high customer turnover rates, which is especially problematic for telecom companies that have significant fixed infrastructures to maintain. While customer acquisition is typically prioritized, it can cost five times more than retaining an existing customer. A Bain & Company study found that raising customer retention rates by just 5% result in a significant a rise in earnings. Customer attrition, or churn, is a metric used by most companies to determine the reasons behind excessive rates of churn and create preventative action strategies to deal with them. However, imagine being able to take proactive measures to prevent a particular customer from leaving before it happens.

Customers cancel their subscriptions for numerous distinct causes, such as inadequate service to consumers, sluggish pricing, variation in prices, and increased competition and more. Usually, there isn't just one cause, that leads to customer dissatisfaction, but rather a sequence of events. Failing to recognize these signs and taking action before the customer cancels can be detrimental to the business. However, the data collected from the customer's interactions can be valuable in identifying areas where the business fell short. This information can be utilized to train consumer churn models, and machine learning can aid in using historical context to inform future experiences and improving future interactions. The telecommunications industry holds enormous potential for growth, and the vast amounts of customer data gathered by carriers can be used proactively to prevent churn. To effectively use this data to reduce customer churn, advanced artificial intelligence and data analytics tools have been developed.

Data mining and machine learning are two of the many techniques used in churn prediction. The decision-tree algorithm is a reliable technique for churn prediction. In order to better identify potential churners, there is currently a collection of software categorised as deal, request pattern, and call pattern adjustments overview functions. Churn can also be predicted using neural network techniques, data certainty, and particle swarm optimisation. These roles solicit data from the client accounts from which they are retrieved. The results are contrasted with those obtained using the decision tree, a popular classification and prediction method. analysed using probabilistic data mining techniques like Bayesian networks and Nave Bayes. For a variety of reasons, customers may quickly switch to competitors, which highlights the need to improve churn prediction in. According to, this can be done by formalising the collection process' time window and Combining classification trees with logistic regression, bagging, and other techniques, we can extend the duration of customer events from one to seventeen years. As a result, it is possible to significantly lower data-related demands, such as those for data collection, preparation, and analysis. The cost of a subscription in the newspaper industry depends on the length of the subscription as well as any special offers. When a service is terminated, clients are notified in writing and given information on how to renew their membership. Customers do a four-week grace period following the expiration of their membership., but they are unable to cancel their subscriptions. Based on , effective customer interaction techniques can significantly increase customer satisfaction. In a study conducted at a top telecommunications company in Malaysia, researchers used a Multilayer Perceptron (MLP) neural network approach to predict customer churn, and compared their findings to other commonly used churn prediction techniques, such as Multiple Regression Analysis and Logistic Regression Analysis. The maximum neural network design consisted of fourteen input nodes, 1 hidden node, and 1 output node (LM) with the Levenberg Marquardt learning method. Meanwhile, system used the Partial Least Square (PLS) method to focus on highly correlated intervals in datasets to develop a statistical churn model. Early results showed that this approach provides more precise outcomes than conventional prediction models and can pinpoint crucial elements that account for churning patterns. Additionally, Burez, Van den Poel evaluated the effectiveness of several sampling techniques in churn prediction models and discovered that random sampling performed better than Advanced Under-Sampling, Gradient Boosting Method, and Weighted Random Forest. On the basis of incoming and outgoing calls and texts from over 3500 consumers, Gavril et al. have developed a novel data mining approach for customer churn identification, with an estimated average accuracy of nearly 90% for the entire dataset. Similar to this, He et al. created a churn prediction model for a significant Chinese telecoms business with over 5.23 million subscribers using a neural network technique, and they got an average accuracy rate of 91.1%.

Dris suggested simulating the AdaBoost-related telecommunications issues using genetic engineering. When evaluated on two sets of similar data from Orange Telecom and cell2cell, the accuracy of the approach was found to be 89 and 63 percent, respectively. On a big data platform, Huang et al. studied customer turnover and shown that depending on the amount, diversity, speed of data, big data drastically lengthens the cycle of churn prediction. Data from the Project Support and Business Support Department of China's largest telecom business was kept in a substantial data warehouse in order to undertake fracture engineering. Then, using AUC, the forest method was randomly applied.

The subscribers are divided into various groups in accordance with the fuzzy c-means and k-means clustering algorithms based on the characteristics of the clustered input. A prediction model for active churn control, the Inference System (ANFIS), is constructed using the Flexible Adaptive Neuro, these classes. Inefficiency problems can be located using success indicators. New apps have been added to help the system better identify potential churners. The traits are categorised as contract, call pattern, and call pattern changes description features and are derived from call data and customer profiles. Two probabilistic data mining methods—Nave Bayes and Bayesian Network—are used to evaluate the attributes, and the outcomes are contrasted with those obtained by using a decision tree.

Both the literature review and the formalisation of the time window selection approach are discussed. By extending the history of customer events from 1 to 17 years, this study evaluates the increase in churn model consistency using logistic regression, classification trees, and bagging with classification trees. Newspaper subscribers frequently receive a letter notifying them that their subscription is about to expire, asking them if they want to renew, and providing instructions on how to do so. Customers have a four-week grace period after their membership expires, but they are unable to cancel their subscriptions during this time.

Utilizing the best customer retention strategies, according to, is the key to lowering customer turnover rates. According to a study, a leading Malaysian telecommunications company could predict customer churn by using a Multilayer Perceptron (MLP) neural network approach. The neural network's optimal architecture, using the Levenberg Marquardt (LM) learning method, included fourteen input nodes, hidden node, and a output node. The results were compared to those of popular methods for predicting churn, such as multiple regression analysis and logistic regression analysis. The technique recommends employing a Partial Least Square (PLS) method based on highly connected data sets across factors to construct a simple and precise forecast churn model. The model performed better in a preliminary trial than traditional prediction models and provided key insights for a better understanding of churning patterns. The article also provides several essential churn marketing techniques, including system management, overage management, and complaint management.

The effectiveness of Random Sampling, Advanced Under-Sampling, Gradient Boosting Model, and Weighted Random Forests in predicting churn using unbalanced datasets. To assess the model, the metrics (AUC, Lift) were used. The results showed that the under-sampling strategy outperformed the other examined strategies.

Gavril et al. proposed an advanced data mining approach for predicting churn using a dataset that included call records for 3333 prepaid users with 22 characteristics and a churn parameter with potential values (Yes or No). Features included voicemail for each client and details on received and sent messages. In order to reduce the dimensionality of the data, the author utilized principal component analysis (PCA), and to calculate the churn factor, three machine learning techniques were used: neural networks, support vector machines, and bayes networks. Using AUC values, the algorithms' performance was assessed. Support vector machines, neural networks, and bayes networks all have AUC values of 99%, 99.58%, and 99.69%, respectively. Due to the dataset's short size, there were no missing values in this study. He and colleagues created a neural network-based model for forecasting customer churn at a significant Chinese telecom business with over 5.24 million members in different research. The overall accuracy rate, which was discovered to be 91%, was used to estimate the prediction accuracy requirement. Idris suggested modelling the issue of customer attrition in the telecom sector using AdaBoost and genetic programming. Two common datasets (one from cell2cell and the other from Orange Telecom) were used to evaluate the model. The accuracy of the cell-cell dataset was 88% when compared to another dataset. Huang et al. looked into the problem of customer churn in big data platforms with the goal of demonstrating how big data might considerably enhance the process of forecasting churn based on the amount, variety, and speed of the data. The largest telecom corporation in China's operation support and business support departments provided the researchers with data, which they cracked using a big data platform to assess the Random Forest approach using AUC.

IV. TYPES OF CHURN

A. *REVENUE - BASED CHURN CUSTOMERS*

The MRR churn rate, also known as the revenue churn rate, gauges how quickly customers leave or subscription levels are reduced, which results in a company's income being lost. The main advantage of using revenue churn rate is that it enables tracking of the churn rate between high and low spenders. In essence, revenue churn rate can assist a business in determining which customer segment is most responsible for churn if it offers a variety of pricing options. Therefore, this variation in the churn rate is crucial for businesses where there are sizable differences in the contract values of their customers.

The revenue churn rate is determined using the following formula:

$$\text{Revenue Churn Rate} = \frac{\text{Revenue Churned in a Period}}{\text{Revenue at the Beginning of a Period}} \text{ x } 100$$

Usage - Based Churn

Customers who have stopped using the product are referred to as usage churn. However, because different customers may experience varying lengths of inactivity, it can be challenging to determine whether a customer has stopped using a product in practice. For instance, some people might simply take a few days off from using the service before returning. Non-usage in these circumstances would not indicate churn. In order to do this, we need to know how many days, weeks, or months of inactivity would indicate churn.

To accomplish this, we can examine cohorts with complete data patterns (such as the 180 days shown in the example) to ascertain the time frame by which a customer returning after a period of inactivity is most likely to do so. Simulated data on patterns of the number of inactive days.

High Value Churn -

The monthly recurring revenue (MRR) can be negatively impacted by a high churn rate, which can be a sign of unhappiness with a product or service.

V. COMPARATIVE STUDY OF CUSTOMER CHURN PREDICTION METHODS

A client churn vaticination model is erected t using 6-phase are-

1 Business Knowledge

2 Data Understanding

3 Data Pre-Processing

4 Modeling

5 Evaluation

6 Formatting

For dissect client churn vaticination we can use different types of styles and algorithms We use machine literacy and meta- heuristic algorithm for largely accurate vaticination. Some pen use SVM, ANN, Logistic retrogression, Random Forest, Decision Tree, Neural Network etc.

VI. PROPOSED WORK

Methods And Algorithm Used for Churn

The proposed approach involves carefully looking over and analyzing telecom datasets. Our solution makes it easier to understand why customers want to churn, and it will quickly display the data as bar plots and pie charts. The telecommunications business will benefit from the study of foreseeing who is going to depart the network and identify who will do so. The effectiveness of prediction results is measured using the techniques Logistic Regression, Decision Tree, Extreme Gradient Boosting, Random Forest, and Gradient Boosted Machine Tree. The suggested method outlines the procedures and work flow of the system. A machine learning technique called Support Vector Machine (SVM) has been used to forecast client attrition. SVM has been used to forecast customer turnover in order to improve the predictive powers of machine learning approaches. In one study, client turnover in the telecom industry was predicted using an Echo State Network (ESN) and an SVM training algorithm. A different study used a combination of KNN, Decision Tree, Random Forest, and SVM to predict client attrition in the banking sector. The objective of this study is to develop a model for predicting customer turnover that can be used to forecast customer churn rates for different customer types across a variety of markets, market segments, and industry verticals.

A. *Logistic Regression*

One of the most crucial statistical methods used in data analysis and mining is logistic regression. Logistic regression is a broader subset of linear regression. It is necessary to use a supervised learning classification algorithm to determine the likelihood of a target variable. L is one of a group of regression analysis methods used to find and measure correlations between dataset features. When a binary dependent variable is present, regression analysis should be conducted using the appropriate model. Using the predictive analysis technique of logistic regression, the link between a set of independent binary variables and a dependent binary variable is explicated. The likelihood of customer churn has been calculated using logistic regression as a function of the qualities or attributes of the customers. Furthermore using logistic regression, we can determine the probability of client churn. It is based on a mathematically focused method for examining the interactions between variables.

B. *Decision Tree*

The supervised learning method known as a Decision Tree use to address classification or regression problems, however most typically applied to classification problems. The provided dataset's features are used to conduct the test and draw findings.Using predetermined criteria, it is a graphical depiction that may be used to find every potential answer to a problem. A tree is created using the Classification and Regression Tree Algorithm, or CART algorithm.

C. *Random Forest*

Random Forest is applied to determine whether a customer will cancel his membership. To forecast whether a consumer would cancel their subscription, Random Forest use decision trees. The random forest is composed of numerous different decision trees. An individual class is recognized via a decision tree. The class that receives the most votes will serve as the classifier for that particular client. Decision trees' behavior can be influenced by the data they are trained on. That is avoided by using bagging.

The decision trees are trained using a technique called bagging, which involves choosing a random sample from the dataset.

D. *XG Boost*

Extreme Gradient Boosting is referred to as XGBoost. The main arguments in favour of employing XGBoost are the efficiency and speed of the model's execution. XGBoost uses ensemble learning techniques, which incorporate a variety of unique algorithms, to get results from a single model. XGBoost has the best memory use while also supporting distributed and parallel processing.

E. *Proposed System Design*

The proposed study's goal is to discover shifting consumer behaviour patterns and detect customer churn using text analysis and a machine learning classifier. In order to enhance the system's service quality, the study also intends to identify the variables that have the biggest influence on the accuracy of churn forecasts and to analyse the churn rate on a monthly and daily basis. The proposed research effort will develop a churn prediction approach using NLP and machine learning strategies in order to do this. The system will begin by using a synthetic data set from a telecommunications company, which includes some imbalance meta data. The data will undergo preparation, normalization, feature extraction, and selection, as well as optimization techniques to eliminate duplicate features that may cause errors during execution. The system's training and testing will be executed, and the accuracy of the categorization of the entire data set will be reported at the end of all stages.

Research in the telecom sector seeks to help businesses increase profits by correctly forecasting customer turnover, which has grown to be a substantial source of income for telecom firms. The project focuses on developing a churn prediction system for a telecom company using sample data that is split into 30% for testing and 70% for training in order to attain high AUC values. In order to construct an interface suited for machine learning algorithms, 10-fold cross-validation is employed to evaluate and optimise hyperparameters, and efficient function transformation and selection approach tools are used. Under-sampling or employing tree techniques that are unaffected by this issue are two ways to deal with the problem of imbalanced data, with only 5% of records representing customer churn. Our study shows that our classifiers are more accurate at identifying churn in large data sets and making precise predictions. In order to choose acceptable features, extract dimensional categories, and prevent duplication of effort, the study suggests a supervised approach that evaluates the correlation between features. The findings demonstrate the relevance of choosing features using weighted word frequency by demonstrating that the weighted frequency of the term with the correlation process has a considerably higher f-score. We measure the relationship between the features in an aspect category in order to prevent feature overlap.

1. The initial step involves acquiring data for various Telecom Sector customers based on specific parameters.
2. Next, several pre-processing techniques are applied to the dataset, such as lexical analysis, removal of stop words, stemming using Algorithm, index term selection, and data cleansing, to ensure its suitability for further analysis.
3. Lexical analysis involves separating the input elements into word separators (such as spaces, newlines, and tabs) and word characters (such as the letters a–z).
4. Stop words are words that are removed from documents that appear the most

frequently.

5. Stemming involves replacing all variations including plurals, gerund forms (ing forms), third person suffixes, past tense suffixes, etc. of a word with a single stem word.
6. We gather synthetic and real-time data from online news sources and train any machine learning classifier.
7. Using a machine learning classifier, we predict online news and use aWeight calculator with real-time or artificial input data as appropriate.
8. Finally, we evaluate the accuracy of the proposed system and compare it with additional current systems

Algorithm Design.

1 Bagging Classifier

input: inp 1, all desired threshold variables, and inp 1.

Output:

Read each record in the database (R into DB) in step one.

Step 2: Split(R) parts

Step 3:

$$\mathrm{CVal} = \sum_{k=0}^{n} \mathbf{Parts[k]}$$

Check (Cval with Respective Threshold) is the fourth step.

Get the current state with a timestamp in step five.

Step 6: Read all TP and FN measurements if (T.time > Defined Time).

Continue if not. Tot++

In step 7, multiply the score by (TP *100/Tot).

Step 8: Generate event end for if (score >= Th)

2 Decision Tree Classifier

Selected test instance feature (D i....n) and training database policies {T 1 …………T n }

Weight and label for the number of likely classified trees are the output.

Read (D into D[i]) in step one.

Features to extract (D)

NCount_Features(D) in step two.

For each(c into Train DB), step 3

Nc[i] ==Ext Features(c), step four

Step 5: Choose pertinent Nc[i], N features.

Statement (w>t) in step six

Return Tree Instance with Nc[i], N, w, and label in step nine.

3 Knearest neighbour Classifier

Train_DatasetF TrF, Test_DatesetF TsF, and Threshold T are the inputs.

Classified label, as a result

Read R's "All attributes" from the current parameters in step 1.

Step 2: A map with an example of each feature of a train.

Step 3: Calculate the train DB's distance using the same information.

$$distance = \sum_{k=0}^{n} (TrF, TsF)$$

Step 4: Determine the threshold and distance

Return the predicted label in step five.

4 Random Forest Classifier

Training Rules Tr, Test Instances Ts, and Threshold T are the inputs.

Results: Weight w0-1

Step 1: In the first step, read each test instance from (TsInstnace from Ts).

Step 2: TsIns = Ak... An n k=0

Step 3: In this step, read each train instance from (TrInstnace from Tr).

Step 4: TrIns = Aj...... Am n j=0

w = WeightCalc (TsIns, TrIns), step five

if (w >= T) (step 6),

Step 7: Forward feed layer input layer for output OutLayer [] "Tsf, w"

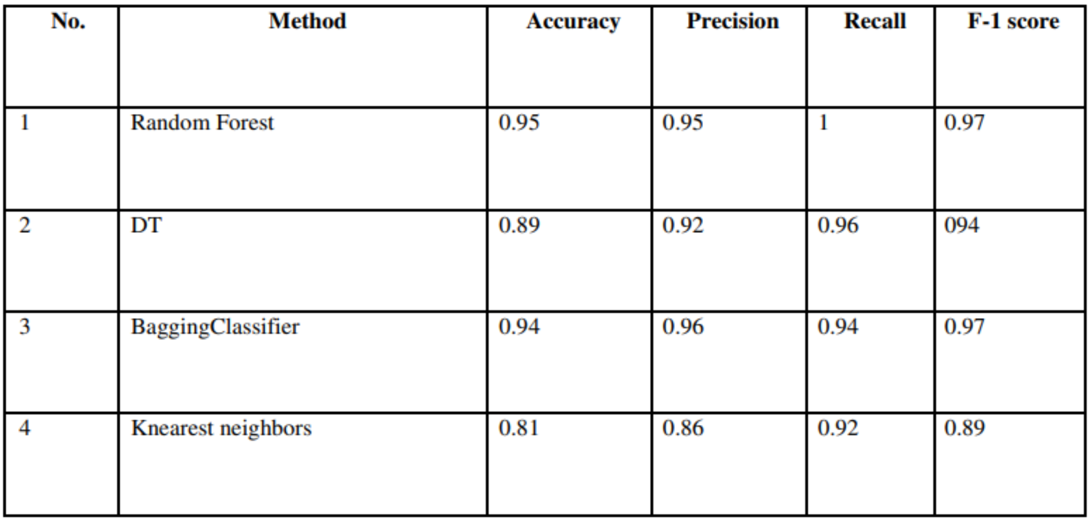
Step 8: Cweigt OutLayer [0] and optimised feed layer weight

Return Cweight in step nine.

VII.CONSEQUENCE AND DISCUSSION

The following survey presents a classification graph that depicts how the system categorizes various inputs into different cases. To achieve this, the system leverages a combination of Recurrent Neural Networks (RNN), which has demonstrated satisfactory performance. The evaluation process involved training the model with 5000 instances and testing it with 1500 reviews, using various cross-validation techniques. The proposed system's results were then compared with those of two existing systems, highlighting the system's strengths and weaknesses.

Table 1 :Comparative analysis of various classification algorithms



No.	Method	Accuracy	Precision	Recall	F-1 score
1	Random Forest	0.95	0.95	1	0.97
2	DT	0.89	0.92	0.96	094
3	BaggingClassifier	0.94	0.96	0.94	0.97
4	Knearest neighbors	0.81	0.86	0.92	0.89

Table above provides a comparative analysis of various classification algorithms use to evaluate the proposed churn prediction module. The outcome showed that the KNeighbors algorithm had the lowest accuracy, while the Random Forest classification algorithm achieved the highest accuracy of 95% using various cross-validation techniques. These findings are consistent with those illustrated in Figure 2 below.

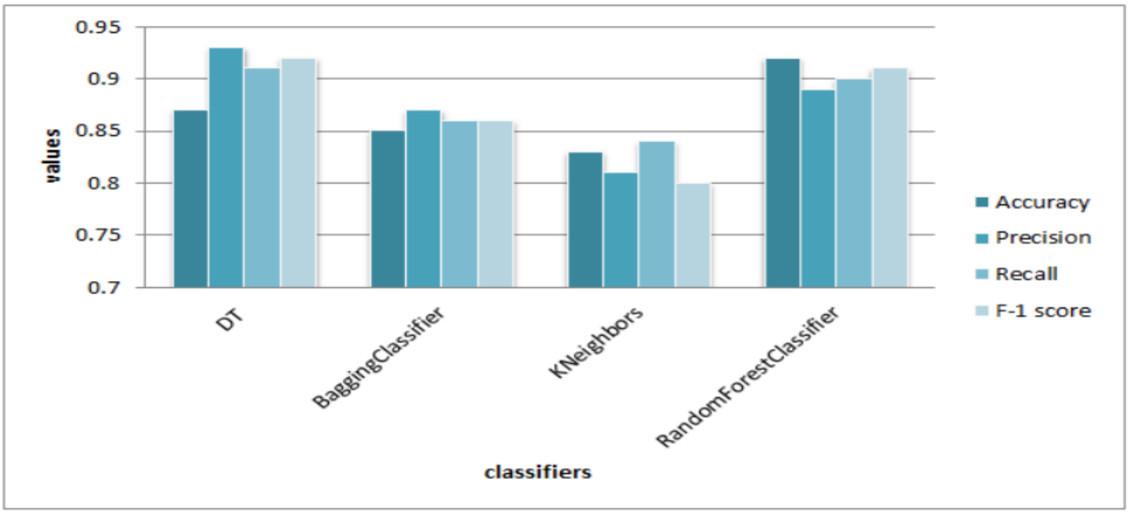


Figure 2 : Comparative analysis of various classification algorithms

VIII. DATA PREPROCESSING

A. *Elimination of unique values*

If any columns have unique values, remove them because they are not required for analysis.

B. *Handling of missing values*

There are three types in the value columns that are missing: Boolean columns must contain the values 1 or 0. Night pack and fb user data are the columns with Boolean values. Dates must be entered in the columns for dates. Dates in columns are the most recent recharge date.

Numerical Columns: Only numbers may be entered here. all remaining blank value columns

Furthermore, since good features can frequently distinguish between good and bad models, deriving features is one of the most important steps in data preprocessing. Use your business acumen to identify traits that are regarded as important churn indicators.

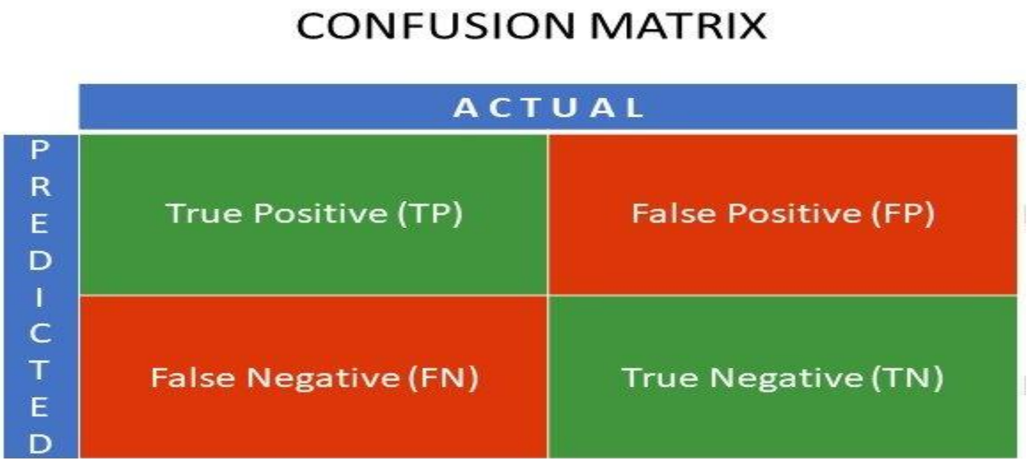
C. Filtration of high value customers

Churn prediction is only used, as was already mentioned, for high-value clients. Consider those customers who recharged with an amount greater than or equal to X, where X represents the 70th percentile of the typical recharge amount during the first two months, which is the favorable phase, as an example of a high-value customer. After excluding the high-value clients, approximately 29.9k rows were obtained. Based on the fourth month, identify churners and remove churn phase characteristics, then label the customers who have left: Those who haven't made or taken any calls AND haven't once used mobile internet while the churn phase is in effect. Churners are identified by the following attributes: totalicmou9 totalogmou9 vol2gmb9 vol3gmb9. Remove all the attributes corresponding to the churner tags after tagging them.

IX. EVALUTION METRICS

The delicacy metric, which is defined as the proportion of exemplifications that are rightly classified, is used to assess how well-conditioned conventional bracket algorithms perform. As the nonage class has smaller samples, this isn't applicable when dealing with unstable data sets. In actuality, inaptly classifying all nonage samples and rightly classifying the maturity class samples give veritably good delicacy. The confusion matrix is used to calculate a classifier's performance.

1. Confusion Matrix - A confusion matrix is a matrix or table that reveals the degree of bracket delicacy of a algorithm.



CONFUSION MATRIX

	ACTUAL	
PREDICTED	True Positive (TP)	False Positive (FP)
	False Negative (FN)	True Negative (TN)

The confusion matrix provides four grid values, including: -

- True-Positive (TP)
- True-Negative (TN)
- False-Positive (FP)
- False-Negative (FN

2. Sensitivity - Perceptivity, true positive rate (TPR), or likelihood of discovery (i.e., TP and FN) describe the ratio of correctly predicted negative (TP) to all negatives.

R equals TP/ (TP + FN)

3. Precision: The probability that a prognosticated positive outcome—including both genuine and false negative outcomes—

will turn out to be true.

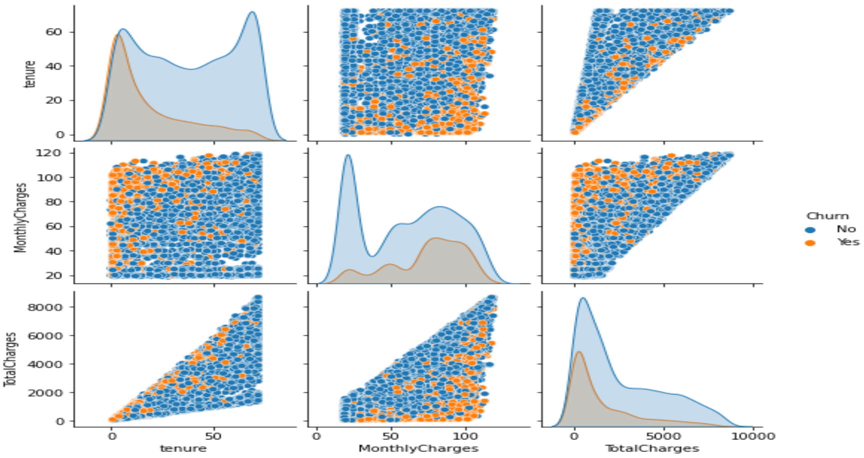
Pr = (TP + FP)/TP

FALSE POSITIVE - The proportion of negatives that were improperly distributed is known as the false positive rate.

FP = TP + FN / FP

False negative: - This rate is the percentage of negatives that are incorrectly labelled as negatives. FN Rate is determined by-

FN rate = FN/TN + FP



4. Accuracy - The proportion of rightly distributed cases.

ACCURACY = (TN + TP) / (TN + FP +TP +FN)

5. Error Rate - The proportion of cases that are inaptly classified

ERROR RATE = (FN + FP)/ (TN + FP + TP + FN)

X. IMPROVING CUSTOMER RETENTION

To determine which guests are at threat of churning, churn vaticination uses machine literacy (ML) and artificial intelligence (AI) models. With this knowledge, businesses can take the necessary conduct to optimize the corridor of their operations that are creating disunion and control client waste rates. guests leave for a variety of reasons, including perceived low value in your product, bad client service gests, better offers from challengers, and more. Since acquiring new guests is precious, adding client retention and lowering your churn rate are essential. To ameliorate retention with client, there are 5 ways to ameliorate-

1) Choose your churn prediction vaticination objects relating and defining what you want to get out of your model is the first step to icing optimal churn vaticination model performance. At the loftiest position, you want to:

   i. By relating to the guests who are most likely to leave, you can lower client waste.

   ii. Fete the causes of the eventuality churn among your at- threat guests.

   iii. To encourage retention for your guests who are at threat, design and apply changes to the client trip.

2) Data Preparation -You gather data from your guests at each stage of the buying process, whether it be through your CRM, analytics software, or direct customer feedback. The alternate step in creating your churn vaticination model is gathering material client data and having it prepared for bracket and birth.

3) Working with features - produce client representations and groups grounded on the characteristics that are most likely to beget churn. When agitating client churn, there are five different features to consider: These are broad, demographic details about the customer, such as their age, income, and educational background.

- Support features: These are broad, demographic details about the client, similar to their age, income, and educational background.
- Usage features: These describe the relations your guests have with your client support platoon, similar as the volume of emails transferred, the time it takes for a problem to be resolved, and client satisfaction scores following a problem's resolution
- Contextual features: These comprise any information a business has about a client that's grounded in environment. It might be their former purchases or the operating system that they use on their device.
- Behavioral features: These are the specific conduct and actions that guests take while using your product. For case, the volume of times a stoner in a music- streaming app shares a playlist. To regularize the variables or attributes, you must prize the features you want to concentrate on. You should only choose data that's material to churn analysis.

4) Build model -figure model-double bracket, which classifies your target variables and assigns them a true or false value, is the system used by ML algorithms in utmost cases. A decision tree is another popular prophetic model that makes use of all available features and offers implicit issues. multitudinous scripts will be offered by the decision tree model to determine whether or not a client will leave. gives your target variables a true or false value and organizes them. A arbitrary timber is a term for prophetic models on numerous decision trees. Every bracket on a decision tree in a arbitrary timber can be either positive or negative. The final vaticination will be accurate if the vast maturity of the decision trees returns positive results.

5) Monitoring model When the model is complete, it's time to incorporate it into the soothsaying tool. With the help of this tool, we can estimate the performance of the model and, if necessary, acclimate the features. apply the named model, also launch production. However, it may be streamlined or used as the centerpiece of a new product If it functions well.

XI. FEATURE BASED CHURN PREDICTION

The proposed framework employed feature factorization and feature building to integrate features. This strategy

The issues with imbalanced data and large dimensionality canbe determined to raise the accuracy of the churn forecast. Although the method for selecting characteristics is appropriate, the issue with imbalanced data persists.

With the help of the profit model, an effective feature selection technique based on SVM was suggested. This strategy focuses on choosing the most important traits for the classifier stage.

While the SVM classifier is built with profit in mind, the feature variables are also chosen with profit in mind. The flexibility of the technique enables the kernel functions to anticipate the results more precisely. However, SVM as the underlying classifier does not abide with the laws.

A. Ensemble Methods -

Combination Styles to Reduce client Development soothsaying client churn involves estimating a client's chance of leaving grounded on the correlation between former circumstances and anticipated unborn geste. The effectiveness of a double bracket statement, similar as one that forecasts client development, is told by the quality of the previous data and the classifier that was employed. According to earlier studies, classifier choice is nearly connected to the ROI of a retention trouble. A single categorization, a homogeneous band, and a number of miscellaneous bands have been developed to more duly quantify consumer rigidity. according to the categorization, performance criteria, and statistical analysesemployed. In order to give a vaticination that's more accurate and reliable, ensemble approaches combine different machine literacy models. Ensemble styles Churn Prediction using ensemble methods Ensemble techniques can be used to ameliorate the delicacy and robustness of development soothsaying models. There are several ways to use ensemble styles to prognosticate development:

1.Bagging

A common technique called bagging includes using various data subsets to train a number of different models. The predictions from each model are then averaged to create a new model. Bagging can increase model diversity and decrease overfitting in turnover prediction models, enhancing their accuracy and dependability.

2. Increasing

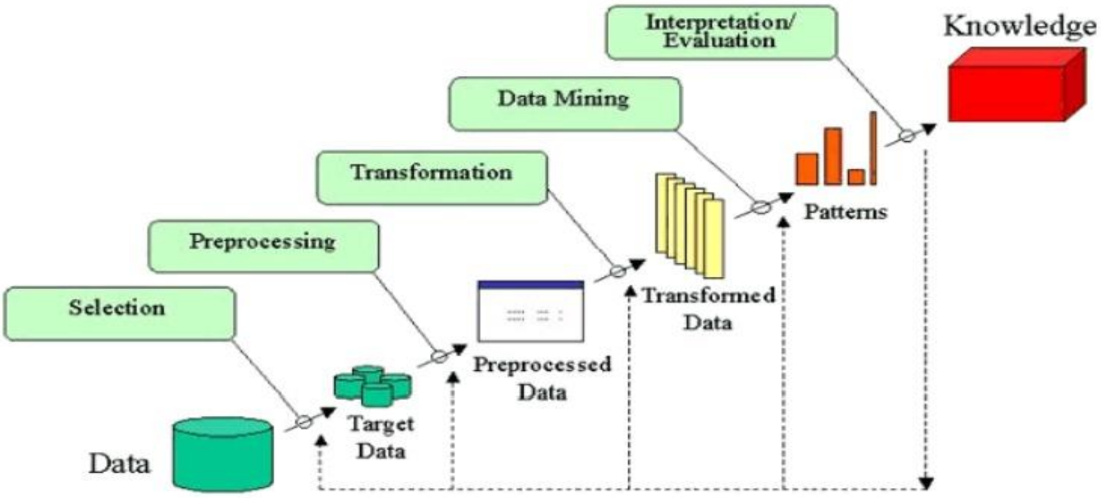
A thorough technique called boosting involves simultaneously training many models. Every model is developed using the mistakes of the one before it. By concentrating on difficult-to-predict cases and minimizing bias, acceleration can increase the accuracy and dependability of turnover forecasting models.

3. Stacking

An ensemble technique called stacking needs training. utilizing the results from numerous models as input to a more complex model. A more advanced model learns how to combine forecasts from more basic models to get a more precise forecast. By integrating the benefits of many models and minimizing their faults, stacking can increase the accuracy and dependability of turnover forecasting models.

B. Churn Prediction from big data -

Churn prediction is a critical task for businesses that rely on customer retention for their revenue. It is the process of identifying customers who are at risk of leaving a service or product and taking proactive measures to retain them. With the increasing volume of data generated by businesses, churn prediction is now more feasible and effective than ever.



The goal of churn prediction models is to identify customers who are likely to leave and take preventative action to keep them. Churn prediction is made more practical and successful with big data. Big data offers greater quantities of data and the capability to process it instantly or almost instantly. This makes it possible for firms to anticipate turnover more precisely and take preventative action to keep clients.

1. Data Collection -

Data collection from numerous sources, including client interactions, social media, mobile devices, and sensors, is the initial stage. To use predictive analytics, the data must be gathered in real-time or close to real-time.

2. Data Preparation-

To make the data ready for analysis, it must be cleansed, processed, and organized. This entails cleansing the data of duplicates, missing values, and outliers, and transforming it into a format that can be used for analysis.

3. Feature Engineering-

The process of feature engineering entails choosing pertinent features from the data that may be used to forecast churn. In order to do this, patterns in the data that anticipate churn must be found, and features must be chosen to capture these patterns.

4. Model Building -

In order to develop a model, a suitable machine learning method must be chosen, and it must then be trained using the prepared data. A historical dataset that includes data on both churned and non-churned consumers must be used to train the model.

5. Model Evaluation -

On a test dataset with information from consumers who have not abandoned their accounts, the trained model must be assessed. Accuracy, precision, recall, and F1 score of the model should all be evaluated.

6. Deployment -

Once the model is evaluated, it needs to be deployed in a production environment. The production environment needs to be configured to receive data in real-time or near-real-time and generate predictions in real-time.

7.Conclusion -

Big data churn prediction is a crucial challenge for companies whose income depends on keeping customers.

Big data offers greater quantities of data and the capacity to handle it instantly or almost instantly. This makes it possible for firms to estimate turnover more precisely and take preventative action to keep clients. Data collection, data preparation, feature engineering, model development, model assessment, and deployment are the stages for creating a churn prediction model using big data.

C. Machine Learning Method-

the use of SVM for structural risk minimization to improve the accuracy of churn prediction. The recommended approach focuses on anticipating infrastructure vulnerabilities and drawing a connection between them and customer attrition. The key advantages are a high churn rate, less missing records, good accuracy even when there are many characteristics, and nonlinearity data. The weighting of the customer sample data and the selection of the kernel function, however, are flawed.

Additionally incorrect is the processing of high dimensional and non-linear time series.

It has been suggested to use improved balanced random forests (IBRF) to anticipate churn. This approach blends random forests with cost-sensitive learning and sampling strategies to anticipate churn.

However, because time-varying variables are not employed in prediction, performance is constrained.

a method for forecasting customer turnover in wireless cellular service subscriptions that is based on neural networks.

Clementine is used to model the neural network's input data into nodes. The over-training difficulties in neural networks are resolved by selecting network training data at random. The results reveal a much greater prediction accuracy of 92%.However, dimensionality reduction is not used; instead, just data reduction is performed, which adds complexity to the process.

Suggested a model based on Bayesian belief networks (BBN) for forecasting churn. Using this technique, which employs the CHAID (Chisquared Automatic Interaction Detector) algorithm, the continuous data variables are discretized. Then, a casual map that serves as the basis for call analysis and other customer service features at BBN is provided. However, the technique disregards the relationships between the variables.

Principal Component Analysis (PCA) is used to preprocess the dataset before machine learning classification is used.

The evaluation's findings indicate that SVM is more accurate than MLP and BN. The key cause for worry is that singular, efficient techniques, rather than hybrid machine learning or ensemble methods, are utilised to forecast churn.

The suggested approach for predicting churn uses logistic regression and decision trees. The suggested approach is based on integrating data mining and machine learning strategies and evaluating their effectiveness side by side.

The decision tree gives a visual representation of the data that is accessible based on the rules and strategies, and logistic regression is used to measure the influence of each feature on the decision to churn. The assessment findings demonstrate that using this method increases prediction accuracy. The technique also reduces the amount of time required to anticipate churn, but it has the disadvantage of having a limited number of categorization categories.

Traditional machine learning methods

The prediction of churn was performed using conventional machine learning methods including logistic regression, decision trees, and random forests. To develop prediction models that can spot probable churners, these algorithms train on previous customer data. The complicated patterns in the data that suggest churn may not be captured by these approaches, despite the fact that they have had some success.

D. Meta-heuristic Methods -

Vaticination of development by metaheuristic styles client churn is a major problem for companies in a variety of diligence, and prognosticating which guests are likely to churn is an important task. Metaheuristic styles are a class of optimization algorithms that can be used to train machine literacy models to prognosticate development. In this composition, we bandy how metaheuristic styles can be used to prognosticate development. Metaheuristic styles are optimization algorithms that can break complex problems that are delicate or insolvable to break with traditional styles. These algorithms are inspired by natural processes similar as elaboration, swarming, and simulated annealing. They're frequently used to iteratively optimize complex functions by enriching a seeker result. Some exemplifications of metaheuristic styles include inheritable algorithms, flyspeck mass optimization, dissembled ant colony optimization, and ant colony optimization. These algorithms can be used to optimize numerous functions, including machine literacy models. Development cast

To predict customer turnover, we need a dataset that contains information about customers and whether they have switched or not. The data set should also include characteristics that may be important for predicting turnover, such as demographics, event history, and customer behavior. Once the data set is in hand, the next step is to design the features and select the appropriate features. We can then use metaheuristic methods to train machine learning models to predict turnover.

Genetic algorithms

An example of a metaheuristic technique for machine learning model optimisation is genetic algorithms. These algorithms build a population of potential solutions repeatedly by drawing inspiration from the natural selection process. We may utilise evolutionary algorithms to optimise the hyperparameters of the machine learning model for turnover prediction. To identify the ideal collection of hyperparameters for a logistic regression model, a decision tree, or a neural network, for instance, we can utilise a genetic algorithm. The best candidates are chosen, and they are then combined with crossover and mutation processes to create a population of potential solutions in an iterative manner via a genetic algorithm.

Particle swarm optimization

Particle swarm optimization is another metaheuristic technique which can be used for turnover forecasting. Inspired by the collective behavior of swarms, the algorithm works by iteratively updating the population of candidate solutions.

Regarding turnover forecasting, we can use particle swarm optimization to optimize the weights of neural networks. The algorithm iteratively updates the weights of the neural network using the best performing solutions as a guide.

Optimization of ants

A metaheuristic technique called "ant colony optimisation" was developed in response to ant colony behaviour. Based on the ant pheromone trails, this method generates a solution iteratively.

The ant colony optimisation can be used to choose key features for a machine learning model that predicts turnover. Based on the pheromone trails the ants have left behind, the algorithm iteratively constructs a solution by choosing the most crucial elements.

In conclusion, by optimising machine learning models, metaheuristic approaches may be utilised to anticipate turnover. Examples of metaheuristic techniques that can be employed for this job include genetic algorithms, particle swarm optimisation, and ant colony optimisation. These techniques can help machine learning models estimate page turns and lower customer churn by enhancing their performance.

E. Hybrid Churn Prediction Methods -

For organisations to keep consumers and maintain sales, churn forecast is an essential responsibility. For churn prediction, conventional machine learning techniques have been utilised, but a hybrid strategy that integrates different models can increase prediction accuracy. In order to increase performance, the hybrid churn prediction approach described in this article integrates many models.

In order to increase prediction accuracy, hybrid churn prediction systems combine various models. The goal is to balance the shortcomings of each model while utilising its benefits. The two types of hybrid techniques are model level and feature level.

On the basis of a double logistic retrogression model and a two-position hierarchical direct model, a two-position model of churn vaticination (HLM) was proposed. The association between demographic variables and client development habits is illustrated by the retrogression model. The HLM investigates the connection between the independent variables, handset, service plan complexity, and videlicet length of association after seeing a weak correlation. Tone-organizing charts (SOM) and back-propagation artificial neural networks (ANN) were used to create a mongrel neural network model for accurate churn vaticination. The absence of dimensionality reduction performance raises enterprises about the outgrowth despite the system's harmonious vaticination and good delicacy.

Hybrid approach at the model level

A hybrid model-level approach trains multiple machine learning models independently on the same dataset. The predictions from these modell are added for generating the ultimate prediction. The simplest way to combine predictions is to average the prediction probabilities. However, more advanced techniques such as stacking, bagging andthe boosting can be used to make more accurate of the final prediction.

A metamodel that learns to incorporate predictions from many base models is trained through stacking. The final prediction is made using the output of a metamodel that has been trained using the basic model's predictions. Bagging entails training many base models with various data subsets. The final forecast is then created by averaging the results of various models.

Boosting trains, a number of base models sequentially, with each model learning from the errors of the one before it. The combined projections from all models result in the final prediction.

Feature-Level Hybrid Approach

A feature-level hybrid method uses a variety of models to

trained on various feature subsets. The final forecast is then produced by combining the projections from different models' prediction. This strategy functions by utilising the advantages of many models for various capacities. For instance, a model may perform better at forecasting churn based on demographics than another model may perform better at predicting churn based on transaction history.

Diploma

In conclusion, hybrid churn prediction techniques can increase forecast accuracy by fusing the advantages of several models. The performance of the churn prediction job can be enhanced using a hybrid model-level and feature-level approach. Organizations may better understand their consumers and take proactive measures to keep them by combining the advantages of many models and balancing the disadvantages of each.

XII. CONCLUSION

The conclusion emphasizes the importance of customer churn as a challenge faced by telecom enterprises.

Due to the loss of revenue from customers who cancel their contracts or migrate to another service provider, customer churn can cause a company to suffer considerable financial losses. Therefore, it is essential to foresee churn and take precautions to lessen its effects.

The next section of the chapter gives an overview of the numerous churn prediction strategies that businesses employ, including direct methods based on machine learning and indirect methods that improve data pre-processing and feature selection methods. In order to increase the accuracy of churn prediction, the article also covers the significance of precisely forecasting it and pinpointing its causes.

The essay also discusses the drawbacks of current churn prediction techniques and proposes that the most accurate findings come from employing hybrid methods. To provide forecasts that are more accurate, a hybrid approach incorporates many churn prediction algorithms.

This method is very helpful when working with huge datasets that have a lot of noise and fluctuation.

The article's conclusion states that the breadth of churn prediction research stimulates the future creation of a hybrid churn prediction model. Businesses in the telecom industry may more accurately predict customer churn and take preventative action by using a hybrid business model. In conclusion, the passage's conclusion emphasizes the significance of addressing the problem of customer churn in the telecom industry and offers prospective solutions to enhance the industry's current churn prediction techniques. For researchers and companies aiming to enhance their churn prediction skills, the article's emphasis on the accuracy of churn prediction and the requirement for a hybrid strategy offers helpful insights.

XIII. FUTURE SCOPE

Predicting client churn is likely to come an indeed more important area of exploration as companies decreasingly calculate on data- driven resolution timber. Then are some crucial reasons boost data vacuity with the ascent of the Internet of effects (IoT) and the digitization of nearly every aspect of business, companies are now suitable to collect further data guests than ever ahead. This means there's lesser eventuality for utilizing this data to develop and ameliorate churn vaticination models. Transition to subscription- grounded models' numerous companies are moving down from traditional onetime deals to subscription-grounded models, where guests pay a recreating figure to pierce services. This makes client retention essential, because losing a client means losing a recreating profitstream. Increased competition with the ascent ofe-commerce, guests have further elections than ever. This means companies need to work harder to retain guests, and prognosticating churn can support them identify at- threat guests before they leave. Personalization As companies strive to give guests with a further personalised experience, churn vaticination can play a crucial part in relating special behaviours and preferences that conduct to churn. This can support companies' knitter their immolations to more meet individual client requirements. altogether, the outlook for the churn cast looks bright as companies remain to look for ways to boost client retention and gain competitive advantage.

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23

Automatic Number Plate Recognition (ANPR) Based Parking Management System Using Machine Learning Algorithms

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Abstract:

The increasing number of personal vehicles has led to an insufficiency of parking spaces throughout the globe. Traditional parking management systems lack security and cannot track pilferage. This also leads to traffic jams which ultimately reduce the flow of traffic significantly. Therefore, there is a need for a smart parking management solution that can optimize the use of parking spaces, reduce traffic congestion, and enhance the overall parking experience

This paper proposes a smart parking management solution that is based on an application of Computer Vision – ANPR: Automatic Number Plate Recognition or ALPR: Automatic Licence Plate Recognition. This system makes use of cameras and an ANPR engine that runs on ML algorithms.

The proposed solution was evaluated through a series of simulations and tests in a real-world environment. The results showed that the proposed system was able to optimize parking space utilization, reduce traffic congestion, and enhance the overall parking experience for users. The proposed system can be deployed in various parking environments such as shopping malls, airports, and public parking areas.

In conclusion, the proposed smart parking management solution based on ANPR technology can effectively address the challenges of traditional parking management methods and enhance the overall parking experience for users. The proposed system can be further improved through future research and development.

Keywords: Smart Parking, Machine Learning, Artificial Intelligence, Traffic Management solution, Smart City solution, Parking Space Optimization, ANPR technology, Computer Vision, Pilferage Detection.

Introduction

The increasing number of vehicles in cities has led to a growing demand for parking spaces, resulting in traffic congestion and frustration among drivers. Smart parking management solutions have emerged as a promising technology to tackle this issue. Automatic Number Plate Recognition (ANPR) technology is one such solution that has gained popularity due to its accuracy and efficiency in managing parking spaces.

This research paper aims to explore the benefits and drawbacks of a smart parking management solution based on ANPR technology. The paper discusses how the ANPR technology works and the benefits of using it for parking management. The research also analyses the challenges that may arise during the implementation of such a system, such as privacy concerns and costs.

The paper provides insights into how ANPR technology can contribute to reducing traffic congestion, improving parking efficiency, and providing a better user experience for drivers. The research also highlights the need for integrating ANPR technology with other smart city initiatives to achieve more comprehensive and efficient parking management.

Overall, this research paper presents a comprehensive analysis of ANPR technology as a smart parking management solution and its potential to improve the urban mobility landscape.

Literature review:

The AI-enabled Smart Parking Management System runs densely on the following:

1. Artificial Intelligence (AI) refers to the simulation of human intelligence in machines that are designed to perform tasks that typically require human intelligence, such as visual perception, speech recognition, decision-making, and language translation. AI involves the development of algorithms that can learn from data, identify patterns, and make predictions or decisions based on that data. [1]
2. Machine learning (ML) is a subfield of AI that involves the development of algorithms and statistical models that enable computers to learn from data without being explicitly programmed. ML algorithms can identify patterns in data, make predictions, and optimize performance based on feedback. Examples of machine learning applications include image recognition, natural language processing, and recommendation systems.[2]
3. Computer vision is a subfield of AI that focuses on enabling computers to interpret and understand visual data from the world around them. Computer vision involves the development of algorithms and techniques that can identify and classify objects, track motion, and analyse patterns in images and videos. Applications of computer vision include autonomous vehicles, surveillance systems, and medical imaging.[3]
4. Automatic Number Plate Recognition (ANPR), also known as Automatic License Plate Recognition (ALPR), is a technology that uses optical character recognition (OCR) to automatically read and capture license plate information from images or videos. ANPR/ALPR is commonly used for law enforcement and security purposes, such as identifying stolen or wanted vehicles, enforcing parking regulations, and monitoring traffic.[4]
5. Pilferage detection refers to the use of technology, such as sensors and machine learning algorithms, to detect and prevent theft or loss of inventory in retail stores and warehouses. Pilferage detection systems can track inventory movement, identify anomalies or

discrepancies in stock levels, and alert personnel to potential theft or losses. By preventing pilferage, businesses can reduce losses and improve their bottom line. [5]

Methodology

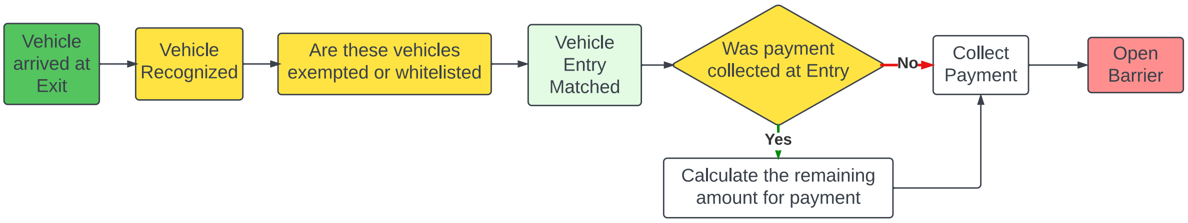
Requirements:

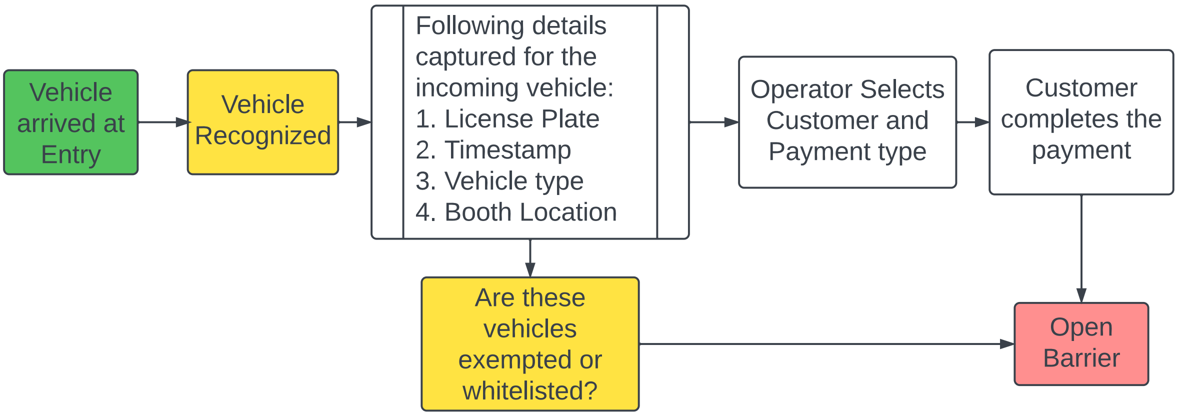
To implement a smart parking system based on ANPR technology, you would need the following:

1. ANPR/ALPR cameras: These cameras capture license plate information from images or videos and send it to the ANPR engine for processing.
2. ANPR engine: This is the software that processes the license plate information captured by the ANPR cameras. The ANPR engine uses machine learning algorithms to identify license plate numbers and match them with the registered vehicles in the database.
3. Database: The database stores the registered vehicles' information, including their license plate numbers, owners' details, and parking preferences.
4. Payment system: The payment system allows users to pay for parking using various payment methods such as credit/debit cards, mobile wallets, or pre-paid parking cards.
5. Parking guidance system: A parking guidance system guides drivers to the available parking spots using real-time data from the ANPR cameras and sensors installed in the parking lot.
6. Mobile application: A mobile application allows users to book parking spaces in advance, navigate to the parking lot, and pay for parking.
7. Security system: The security system ensures the safety of vehicles parked in the lot, monitors for theft and pilferage, and alerts the authorities in case of any suspicious activity.
8. Analytics and reporting system: The analytics and reporting system provides insights into parking space utilization, revenue generation, and customer behaviour.

Overall, the smart parking system requires a combination of hardware and software components to function efficiently and optimize the use of parking spaces.

The Flow diagram for the proposed system is as follows:


Vehicle arrived at Exit
Vehicle Recognized
Are these vehicles exempted or whitelisted
Vehicle Entry Matched
Was payment collected at Entry
No
Collect Payment
Open Barrier
Yes
Calculate the remaining amount for payment


Vehicle arrived at Entry
Vehicle Recognized
Following details captured for the incoming vehicle:
1. License Plate
2. Timestamp
3. Vehicle type
4. Booth Location
Operator Selects Customer and Payment type
Customer completes the payment
Are these vehicles exempted or whitelisted?
Open Barrier

Algorithm:

1. START
2. A vehicle enters the parking space
3. The mounted cameras identify the vehicle using the ANPR engine
4. The ANPR engine identifies the numberplate and the characters in it
5. The system puts together a string that matches the numberplate in the image
6. The system displays the following data on the screen
   a) Vehicle image
   b) Vehicle type
   c) Numberplate string
7. The Operator in the parking lot verifies the system generated information and makes changes if necessary.
8. The system checks with the database and applies an appropriate charging scheme when the vehicle type is identified: ₹50 for 4 wheelers and ₹20 for 2 wheelers

9. The operator collects the fare and then a start time is allotted to that vehicle to be dealt with during exit.
10. When the vehicle arrives at the exit, the camera captures the same data like the entry camera.
11. The system then compares the timestamps and displays the following information:
    a) Vehicle image
    b) Vehicle type
    c) Vehicle numberplate string
    d) Selected customer type
    e) Parking duration
12. The operator again verifies the system generated information.
13. The system displays a fare that is calculated based on the charges for the specific vehicle type.
14. The operator collects the charges and logs the exit.
15. The system actuates the barrier and logs the vehicle as exited.
16. END

Results and discussions:

After surveying several parking lots following observations were made:

1. There are 3 broad categories of parking lots
    - Manual Ticket based
    - Printed ticket based
    - RFID based

2. All types of parking lots charge the vehicle on either of the following charging schemes:

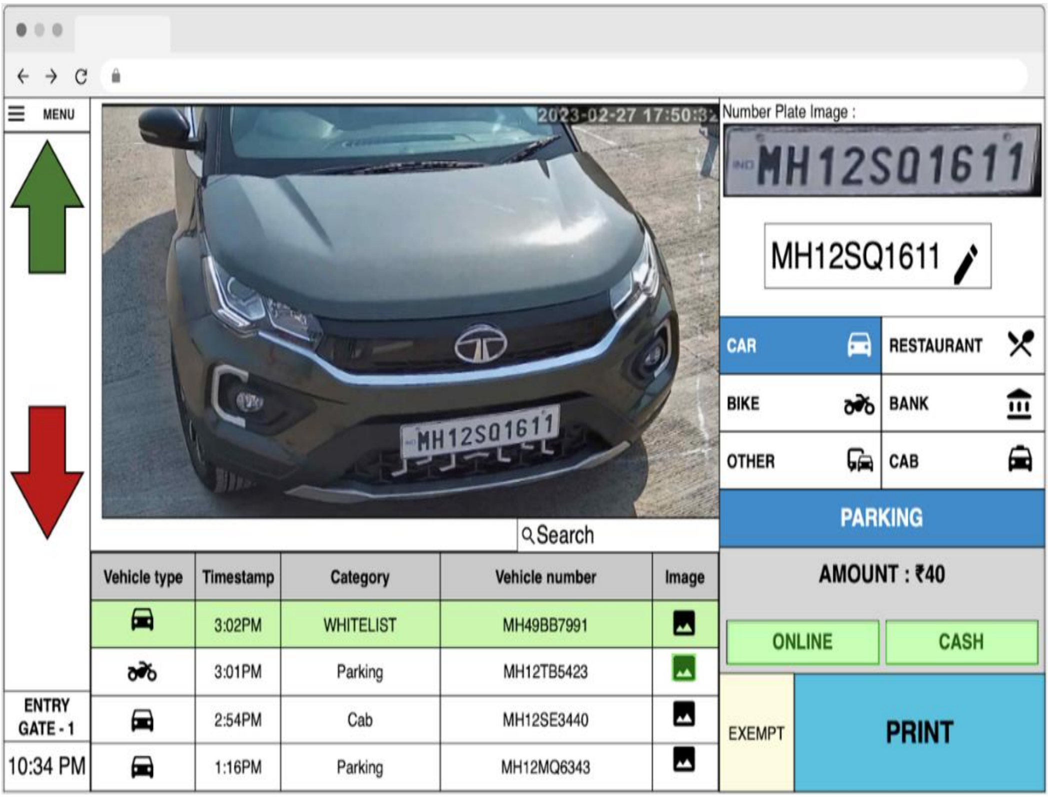
- Flat charge: A flat charge is levied at the time of entry which allows the user to park the vehicle for the day.
- Duration-based: Charges to be levied are calculated based on the number of hours the vehicle spends in the parking lot and the amount is calculated and collected at the exit.

- Time-based: This is a hybrid charging scheme where the user pays a part of the charge at entry and then spends a certain time inside the parking lot. The initial payment validates the users' parking for some time. At the exit, the value is calculated based on the extra hours the vehicle spends in the parking lot. The operator can spike the charges based on the peak hours.

3. Compared to current parking systems, an ANPR solution cuts down operation time making transaction time the only time the vehicle has to stop.

The following figures shows the result.

Entry Dashboard

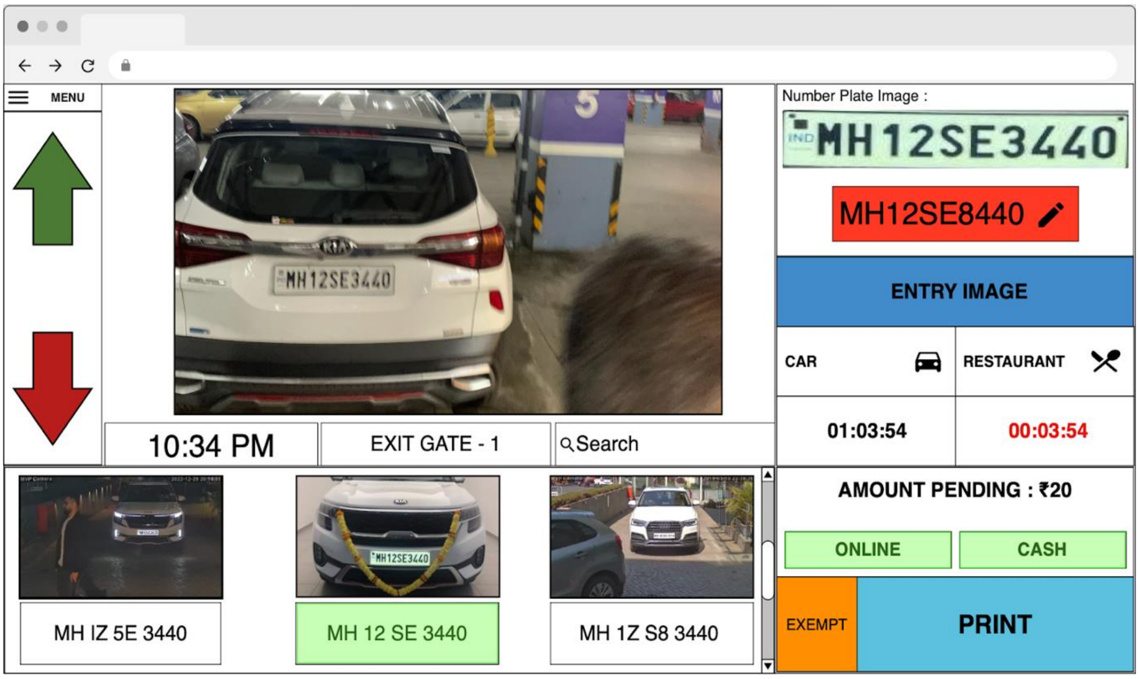


MH12SQ1611

AMOUNT : ₹40

Vehicle type	Timestamp	Category	Vehicle number	Image
🚗	3:02PM	WHITELIST	MH49BB7991	🖼
🏍	3:01PM	Parking	MH12TB5423	🖼
🚗	2:54PM	Cab	MH12SE3440	🖼
🚗	1:16PM	Parking	MH12MQ6343	🖼

Exit Dashboard



Number Plate Image : MH12SE3440

MH12SE8440

10:34 PM

EXIT GATE - 1

01:03:54

00:03:54

AMOUNT PENDING : ₹20

MH IZ 5E 3440

MH 12 SE 3440

MH 1Z S8 3440

Conclusion:

As cities continue to experience an influx of vehicles, the need for parking spaces has increased, leading to traffic congestion and driver frustration. Smart parking management solutions have been identified as a promising technology to tackle this problem. Among them, the Automatic Number Plate Recognition (ANPR) technology has gained popularity due to its accuracy and efficiency in managing parking spaces.

This research paper provides a thorough examination of the advantages and disadvantages of using ANPR technology as a smart parking management solution. It explains the workings of ANPR technology and outlines its benefits in parking management. Moreover, the research analyses potential challenges that could arise during the implementation of such a system, including concerns over privacy and expenses.

The research also delves into how ANPR technology can help reduce traffic congestion, enhance parking efficiency, and improve the driver experience. The study emphasizes the importance of integrating ANPR technology with other smart city initiatives to achieve a more comprehensive and efficient parking management system.

In conclusion, ANPR technology is a viable option for improving the urban mobility landscape by mitigating traffic congestion, enhancing parking efficiency, and providing a better user experience for drivers. However, careful consideration should be given to the challenges that may arise during implementation, such as privacy concerns and costs. This research paper presents a detailed analysis of ANPR technology as a smart parking management solution, providing valuable insights for policymakers and stakeholders involved in the development of smart cities.

Limitations and future scope

After trying out various iterations to improve the accuracy of number plates and vehicle types, it was observed that ANPR requires significantly less time in comparison with its predecessor. Although comes with the following drawbacks which can be improved in future scope:

1. The system requires an internet connection at all times.
2. The accuracy of detection may vary depending on the following factors:
    1. Camera angle
    2. Number plate condition
    3. Language for plate used
    4. Lighting conditions

Complex OTS (One-Time Setup)

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Appendices:

Flowcharts

Figure 1

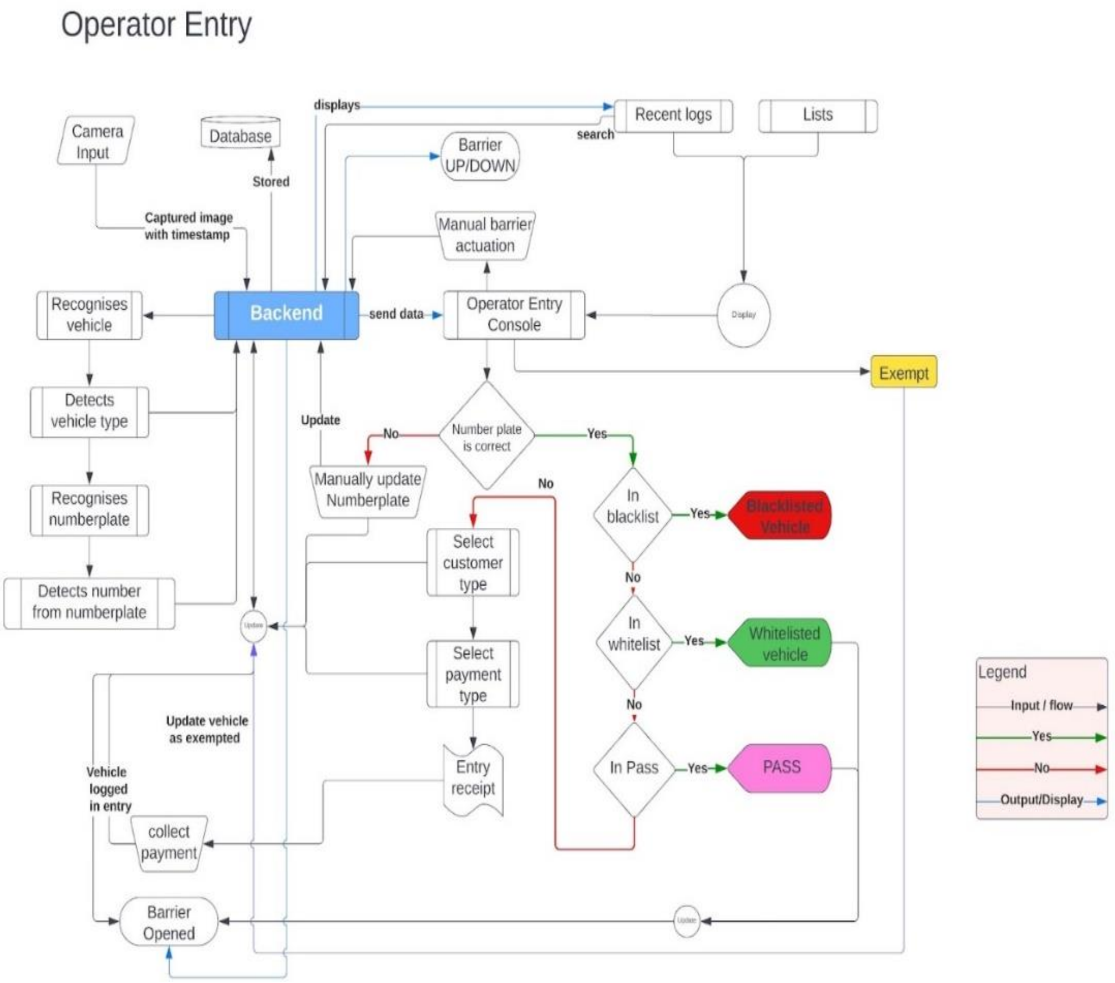
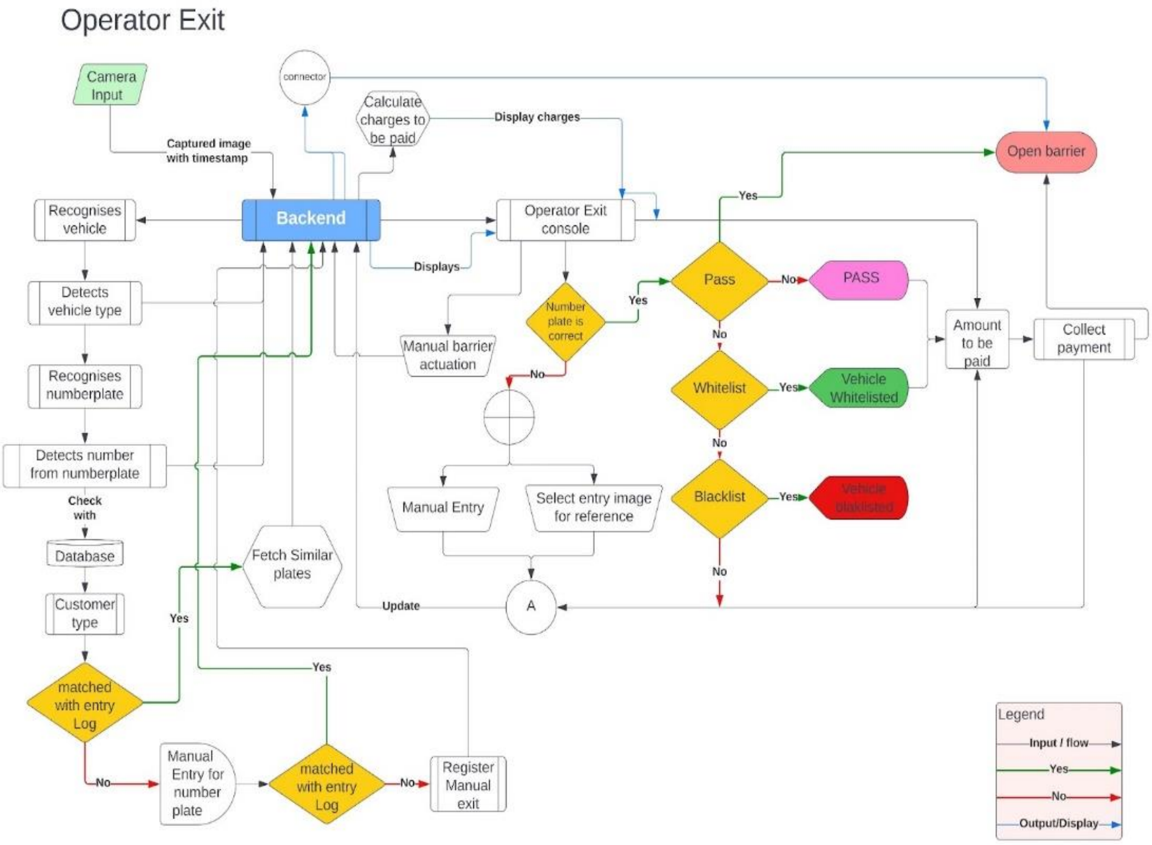


Figure 2


Operator Exit
Camera Input
connector
Calculate charges to be paid
Display charges
Open barrier
Captured image with timestamp
Recognises vehicle
Backend
Operator Exit console
Yes
Displays
Detects vehicle type
Number plate is correct
Yes
Pass
No
PASS
Manual barrier actuation
No
No
Amount to be paid
Collect payment
Recognises numberplate
Whitelist
Yes
Vehicle Whitelisted
No
Detects number from numberplate
Manual Entry
Select entry image for reference
Blacklist
Yes
Vehicle blacklisted
Check with
Database
Fetch Similar plates
No
Customer type
Yes
Update
A
Yes
matched with entry Log
Legend
Input / flow
Yes
No
Output/Display
Manual Entry for number plate
matched with entry Log
No
No
Register Manual exit

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24

Home Automation Using IoT

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ABSTRACT

The way people manage their homes has changed as a result of the Internet of Things (IoT) devices' integration with home automation systems. This research paper evaluates the benefits of home automation via IoT. The numerous IoT devices utilised in home automation are also covered, along with how they operate. The article concludes by addressing some of the difficulties experienced while installing home automation systems and how to overcome them.

IoT devices, smart thermostats, smart lighting, smart security systems, and smart home assistants are examples of home automation technology.

Keywords—home automation, IoT devices, smart thermostats, smart lighting, smart security systems, smart home assistants

I. INTRODUCTION

The way homeowners manage their properties has been completely transformed by the usage of Internet of Things (IoT) devices in home automation systems. Homeowners may now operate a variety of household products, including lights, HVAC systems, and security systems, from their smartphones or tablets. Before the development of IoT technology, this degree of comfort, energy efficiency, and security was not feasible.

IoT has played a big role in the surge in popularity of home automation systems in recent years. The purpose of this research study is to examine the idea of home automation using the internet of things (IoT), the various IoT device types utilised in home automation, and their advantages. It will also go over the difficulties encountered when putting in place home automation systems and how to overcome them.

The paper is structured as follows: initially, we give a general review of the ideas behind home automation and IoT. The various IoT device types and their features used in home automation are then covered. The advantages of utilising home automation systems with IoT are then discussed. The difficulties encountered when putting in place home automation systems are then discussed, along with solutions. Finally, we summarise the most important ideas covered in the work and provide some suggestions for more research.

II. LITERATURE REVIEW

A. Home automation definition the term "home automation" describes the use of technology to regulate and automate different appliances and systems in a home, including lighting, HVAC, and security systems, among others.

B. A timeline of home automation's development When radio remote controls were created in the early 1900s, the idea of home automation was born. The first real home automation system was created in the 1960s, but most people couldn't afford it. Home automation systems have become more accessible and affordable for families as a result of the proliferation of IoT devices.

C. Internet of Things (IoT) Overview the Internet of Things (IoT) is a network of real-world objects, such as machines, vehicles, and other machinery, that can exchange data and interact with one another thanks to connectivity, software, and sensor technology.

D. Previous research on IoT based home automation According to earlier research, IoT-enabled home automation can increase energy efficiency while also enhancing comfort and security. Home automation is also becoming more commonplace as IoT devices become more accessible and inexpensive for families.

E. The advantages and difficulties of IoT based home automation. IoT based home automation has advantages such as greater security, comfort, and energy efficiency. However, difficulties include incompatibilities, online threats, and the need for technical installation and maintenance expertise.

III. SURVEY OF LITERATURE

Microcontroller Based Smart Device:

Micro-controller-based development of a smart home Devices for monitoring electronic Gadgets Scientist M R Al-Jabari and H Maulana.The research paper demonstrates their research for developing a Microcontroller-based Smart Home system for Guiding and controlling electronic gadgets. The system is built in 4 stages: information collecting to establish user specifications requirements, hardware assembly, software development, and system testing using user acceptance testing and black box testing. The created system makes use of a microcontroller with a Wirless Connectivity module so that the user may Access it to monitor how their home's electronic equipment are being used as well as to remotely control those items. Using a microcontroller, a smart home system may monitor and control electronic equipment based on the results of system testing. More than 80% of users concurred that this technique can save energy usage and free up time that homeowners would have spent checking electronic gadgets before busy in an activity outside the house. Users of this Model no longer worry about the health of their smart devices while engaging in other activity or away from the house.

Mobile App Based Smart system:

A Mobile app for a smart home Device control system is discussed in Paper 2. Zahra Jahromi, Reza Manashty, and Amir Rajabzadeh They provided an overview of the Smart House subsystems in this paper so that readers may easily and safely control their homes via mobile applications. The different use-cases are described, along with the systematic diagram for connecting the mobile app to the server app. The developed mobile application was put into use, and its key components were explained. This mobile app, which was created for the Windows Mobile platform, also includes management tools for set rules and scheduled tasks. This programme can use SMS and GPRS mobile internet to connect to the main server.This system is marked as significant step towards a unique system structure that may be effectively employed in typical homes in the very near future.

Wireless Smart System:

Design and Implementation of a Wireless and WIFI connected Home Automation System Ahmed Shafee and Karim Hamed This study portrays the design and prototype implementation of a revolutionary Wi-Fi-based home automation system. The system consists of two main components; the first is a web server, which exposes the system's core and controls, manages, and monitors users' houses. Both local (LAN) and remote (internet) management and control of system code are available to users and system administrators. The hardware interface module, which provides the sensors and actuators of the home automation system with the right interface, is the second component.

Photovoltaic Smart System:

Optimising Appliance Schedular in Smart Home Networks, Mr. Naaem Muhammad and Mrs.Fatima Qayyum the issue of Managing the use of a smart home device within a specific time frame was addressed in this study. They used a PV (which is also called as photovoltaic) panel as a power generating device that serves as a micro-grid in addition to power-consuming appliances. Based on the mixed-integer programming method, an optimisation algorithm is developed that can offer a schedule for the use of smart home appliances. Results from simulations show how useful our suggested technique is for scheduling appliances. They also demonstrate how installing a PV system reduces power costs and allows energy to be exported to the national grid when solar energy production exceeds household consumption.

Smart home Using SDK Kit:

An Android app-based IOT based Smart home automation system P. Ajay Kumar Reddy and P. Shiva Nagendra Reddy the platforms for creating applications for smartphones include iOS, Android, Symbian, and Windows Mobile. The Android platform app is created for the proposed system because Android OS is supported by the majority of phones and portable devices. The Android Software Development Package Kit (SDK) has been utilised to construct and implement the smart home app, which was created in Java. A full suite of development tools, including a debugger, libraries, and a handset emulator with documentation, sample code, and tutorials, are included with the SDK.The Android programme Tool (ADT) Plug-in was used in conjunction with Eclipse, the officially supported integrated programming environment (IDE), which is running on the Windows 7 development platform. [8][9] The user can access the following features through the smart home system's customised app:

- Monitoring and control of devices.
- Setting up automatic control of the smart home environment and scheduling tasks. Option to change password.
- Allows function switching with voice activation.

IV. DETAILS OF LITERATURE SURVEY

- Use In the Paper I, all electronic equipment were controlled in 4 steps by a microcontroller. These steps included obtaining information, putting together hardware, creating software, and testing the system. With the microcontroller's built-in Wi-Fi, all electronic gadgets were connected to the internet. Both time and power can be saved by using these systems.

- To operate every application in their homes, they employed a mobile application for home automation in the second article. They created established rules and scheduled tasks in the mobile application to get the best use and performance. To connect to the server and control all devices, they used mobile internet.

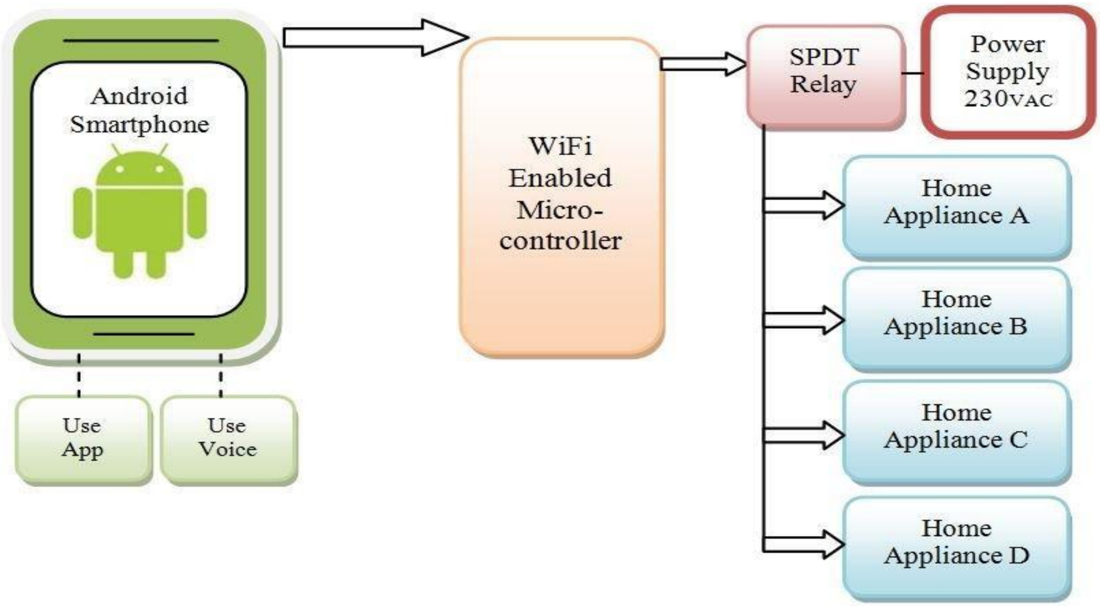
- In the third paper, wifi was used as the server-to-electronic device interface. They separated this system into two components: a server that manages and supervises the entire setup, and hardware that carries out tasks in response to commands from the server by way of various actuators and sensors.

- In the fourth paper, they suggested a method for planning the functioning of a smart home devices over a certain period of time. They employed an optimisation approach based on mixed-integer programming that can offer a schedule for the use of smart home appliances. Utilizing this system can lower power consumption.

- The system may be operated remotely via an application on your smartphone thanks to Wi-Fi technology, which was employed to control the gadgets. The programme that is used to operate the home appliances requires constant internet connectivity because a Wi-Fi module is employed.

V.THE FLOW OF THE PROJECT IS AS FOLLOWS

- The arrangement relies heavily on an Arduino UNO board; all various component are programmed using this UNO
- We create an interface between the Arduino and the ESP8266 Wireless module. The 300-meter range of this module
- For all the external components that we will be attaching, a relay driver IC called ULN2003 will serve as an on/off switch.
- Following this, we will use the Arduino IDE to programme our UNO board, and the system is then ready for testing. The customer will able to control all of the household appliances from a distance by using thing speak as a cloud platform.
- Along with flexible delays, an LCD display is attached to show the user all the results. In addition to the LCD, the user can get notifications on his/her cloud acc about which applications are currently ON and for how long they are switched ON.
- Given that the cloud platform is currently a storming technology for the Internet of Things, it can make it one of the greatest IOT applications.



VI.METHODOLOGY

A. Design of Study

The varieties of IoT devices utilised in home automation, as well as their advantages and drawbacks, were described in this study using a descriptive research design.

B. Methods of Data Collection

Information was gathered by reviewing published works and online databases.

C. Sample Size and Choice

For this investigation, no precise sample size was chosen

D. Methods of Data Analysis

To find the major themes relating to IoT-based home automation, data was analysed using a thematic approach.

Results

A. Summary of the many IoT device categories utilised in home automation

Smart thermostats, smart lighting, smart security systems, and smart home assistants are examples of IoT devices used in home automation.

B. Description of Each IoT Devices Operation

Smart thermostats may be controlled remotely using a smartphone app and regulate the temperature in a house. Smart switches and bulbs, as well as other connected lighting equipment, can be programmed to turn on or off at predefined intervals or to be controlled remotely by a smartphone app. When used for home protection, smart security systems like cameras and doorbells can send alerts to the homeowner's smartphone if any suspicious activity is noticed. Multiple IoT devices in a home can be managed via voice commands by smart home assistants like Amazon Echo and Google Home.

C. Advantages of the IoT based Smart Automation:

Home automation systems provide a high level of comfort, increased energy effectiveness, and improved security for homeowners. Thermostats that are intelligent can learn your routines and preferences.

VII. IOT-POWERED HOME AUTOMATION BENEFITS

Numerous advantages come with the incorporation of IoT devices into home automation systems, including increased comfort, energy cost savings, and increased security. The advantages of home automation with IoT include the following:

A. *Improved Comfort:*

Home automation systems offer a high level of comfort to homeowners. They may control their household appliances from anywhere at any time with the aid of their cellphones or tablets. In order to ensure that their houses are pleasant when they enter them, homeowners can, for instance, remotely turn on their air conditioning systems before coming home on a hot day. This feature is particularly useful for homeowners who are away from their homes because it enables them to monitor their properties and appliances to make sure everything is operating as it should.

B. *Savings on Energy:*

The use of home automation systems could result in significant energy savings. For instance, smart thermostats may adapt the temperature based on the homeowner's routines and preferences, saving energy. By setting smart lighting systems to turn on or off at specific times, energy can be saved. For instance, lights can be muted or turned off when no one is present in the space and during the daytime when there is a lot of natural light. Home automation enables homeowners to conserve energy and lower their energy costs.

C. *Greater Safety*

The use of IoT devices, such as security cameras and doorbells, can improve home security by alerting the owner of any unusual behaviour. This feature may help homeowners react to security threats more quickly. A door left unlocked or a window left open, for example, are examples of potential security breaches that IoT devices can be set up to alert homeowners about. Homeowners can use this option to quickly take action to secure their residences and belongings.

D. *Cost Effective:*

This System is standardly Designed to give a cost-efficient result to the consumers. Nowadays in the Market Smart System are So much Expensive and not affordable to the common man, this system Overcome that problem by providing a cost-efficient smart home device.

VIII. SYSTEM DESCRIPTION

A micro controller board called Arduino is based on the 8-bit ATmega328P microcontroller. It also including more accurate parts to support the ATmega328P microprocessor, including a voltage regulator, serial connectivity, and crystal oscillator. The Arduino comes with a USB connection, a Power barrel jack, an ICSP header, 6 analogue input pins, 14 digital I/O pins (6 pins are PWM outputs), and other features.

Operating Voltage:	5 Volts
I/P Voltage:	7 Volts
Digital Pins:	14 (6 pin are PWM)
Analog I/P:	6
Direct Current Pin:	20 mA
Direct Current 3.3V Pin:	50 mA
Flash Memory:	32 KB of which 0.5 KB used by bootloader

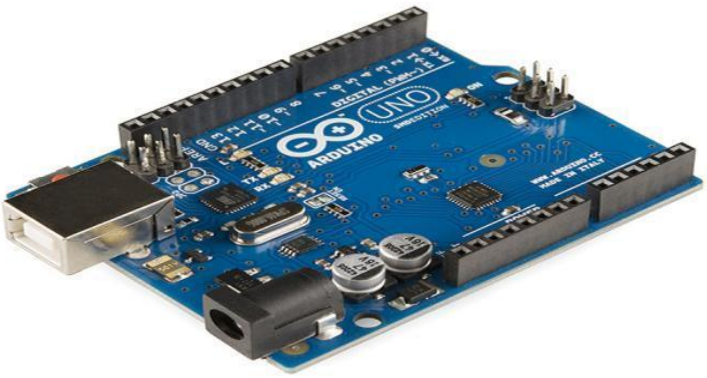


Fig: Diagram of Standard Aurdiuno

IX. PROTOTYPE OF THE PROPOSED SYSTEM

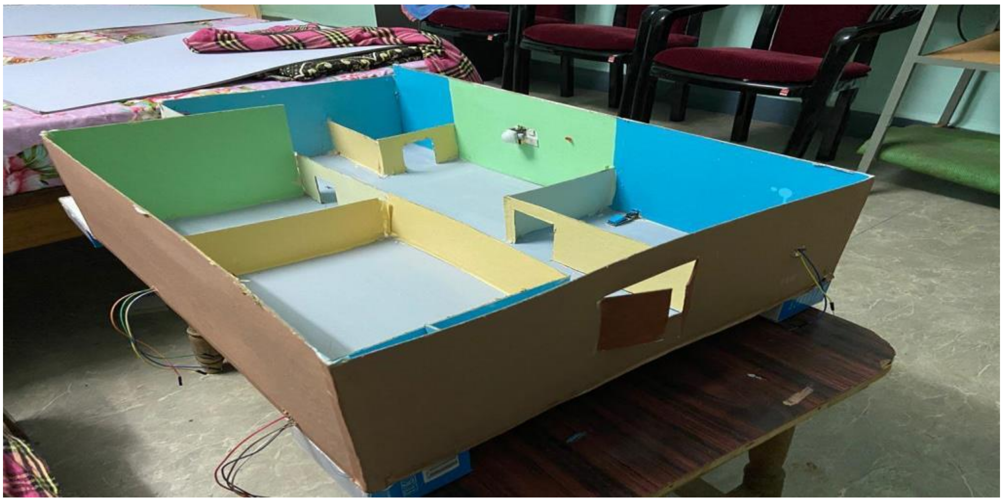


Fig: Prototype of the Home Automation System.

System Description

PIR Sensor:

PIR sensors let you detect movement. They are used to determine if a person has entered or left the sensor's field of view. Appliances and technology used in homes and companies frequently contain them. They are frequently referred to as "IR motion" sensors, "Pyroelectric" sensors, or "Passive Infrared" sensors.

Flame Sensor:

A sensor called a flame detector is made to recognise and react to the presence of a flame or fire. Depending on the installation, possible responses to a flame detection include raising an alarm, turning off a fuel line (like a propane or a natural gas line), and turning on a fire suppression system.

Servo Motor:

A motor type that can rotate very precisely is a servo motor. Typically, this sort of motor has a control circuit that gives feedback on the motor shaft's present position, enabling the servo motors to rotate with extreme precision. A servo motor is used when you wish to spin an object at a specified angle or distance.

IR Sensor:

A sensor that measures and recognises infrared radiation in its environment is known as an infrared (IR) sensor.

This sensor in the proposed system is used to detect the Motion of person standing before the Door.

DC Motor:

Direct current power is used to power electric motors known as DC motors. The basic principles of electromagnetic are what power an electric motor's operation. When a conductor carrying current is put in an external magnetic field, it produces a magnetic field that generates a magnetic field that is proportional to both the strength of the external magnetic field and the conductor's current. This Motor in the system is used to rotate the fan.

Jumper Wire:

An electrical wire, or collection of electrical wires in a cable, having a connection or pin at each end, is known as a jump wire. Without soldering, wires are used to link parts to one another on a breadboard or in other prototypes, internally, or with other machinery or components.

X.CHALLENGES FACED WHEN IMPLEMENTING HOME AUTOMATION SYSTEMS

Although home automation systems have many advantages, there are some difficulties that must be overcome when using them. The following are common difficulties encountered when putting in place home automation systems.

5.1Compatibility Problems:

Since different manufacturers' IoT devices could not be compatible with one another, integrating IoT devices into a home automation system might be difficult. For instance, a smart lighting system from one manufacturer might not be compatible with a smart thermostat from another brand. Homeowners can choose products from the same manufacturer to prevent compatibility issues, or they can check to see if the devices they buy are compatible before making the purchase.

5.2Cybersecurity Risks:

IoT devices may be the target of cyberattacks, which might lead to security lapses. Homeowners should ensure that their electronic equipment is secure and that it is regularly patched with the most recent security updates. This can be achieved by employing encryption, altering the default usernames and passwords, and refraining from connecting to unsecured wireless networks when accessing their devices.

5.3Technical Knowledge:

A home automation system requires technical understanding, which could be challenging for homeowners with limited background in this field. By employing straightforward solutions that require little technical expertise or by consulting specialists, homeowners can solve this issue.

XI.FUTURE ENHANCEMENT

Future homes will be automated using a variety of technologies, requiring little to no manual intervention. With the aid of this technology, not only the indoor gadgets and equipment but also the exterior, which includes the driveway and the gardens, can be monitored. Home automation will not only make it easier for us to manage our homes, but it will also improve access to healthcare, which will mostly benefit the old and the disabled. The development of technology will aid in managing, keeping an eye on, and securing your property. The homes of tomorrow will always be more intelligently automated than those of today because, as we all know, technology is advancing at an ever-increasing rate.

XI. CONCLUSION

In summary, IoT-based home automation has completely changed how people manage their properties. Many advantages have come from the integration of IoT devices with home automation systems, including greater security, comfort, and energy efficiency. The implementation of home automation systems comes with a number of difficulties, but these may be addressed by choosing suitable devices, upholding device security, and, if required, seeking professional assistance. Home automation systems will probably grow more accessible and affordable as they advance, making it possible for more homeowners to take advantage of their capabilities.

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25

A Review on Assessing Extent of Malware Damage and Basic Countermeasures

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Abstract

In today's era of a digital world, Malware is a threat that looms above our heads. Attackers find a way to infect our systems to access our data and possibly disrupt our lives. Malware comes in many different forms and factors. The Malware could be harmful or a simple inconvenience, and it could cause a system-wide breakdown or even attempt to set up a backdoor. We chose the topic to get hands-on experience on at least some kinds of feasibly accessible Malwares. Learning about different Malware and testing a few of them out was a great way of understanding them clearly. In this research paper, We will be discussing kinds of Malware, their possible impacts, and some countermeasures. As Important as countermeasures against Malware is, understanding different types of malware threats is just as important.

We will be testing some malware threats in a virtual environment using two different virtual machines configured to be vulnerable enough to get a good look at the damage done. We are using virtual environments supporting snapshots to revert the system to a working state if some malware affects it a way that leaves it unusable.

We tested Malware that can establish a reverse TCP connection to give the attacker access to the system. We also tried some minor malware, which can kill random processes, delete arbitrary files, copy the largest files, mess with extensions, mess with environment variables and insert keyloggers.

1. Introduction

Malware is a term given for a collection of software that intends to cause harm to the system. Malware is shorthand for malicious software, which contains malicious code developed by cyber attackers to either gain unauthorized access to a network or damage it (Cyber Edu, n.d.). A wide variety of Malware exists that all work in different ways to achieve other goals. I will be discussing the different types of Malwares found and their possible purposes. Malware like Trojans are carriers that act beneficial but end up infecting your system. Malware has evolved since its clear conception in the early 1970s.

Malware has gotten out of hand lately, even with the presence of antimalware and antivirus software. Developers have been able to bypass security systems to infect their targets. Users need to know what Malware is, and they need to protect themselves against Malware. Cyberattacks these days are multi-faceted as they don't utilize a single attack vector, and attackers aim to get multiple points of entry into a system to gain access to data. We attempt to discuss Malware and test some basic malware on a vulnerable virtual machine to study their effects and develop precautionary measures to protect against these attacks.

We play the role of both an attacker and a defender to check the extent of damage done by Malware and some possible countermeasures to cull the damage.

2. Literature Review

As Malware is a term used to classify any harmful software, we have to look into the categories of Malware that have set goals and outcomes. Malware is a broad term, and to understand what Malware (Kaspersky, 2023)is, we will look at some of the categories (Baker, 2021).

- **Trojans:** A Trojan is how most systems are infected, based on the ancient Greek tale of the trojan horse in which Greek soldiers used a giant wooden horse to infiltrate the walled city of troy and destroy it from within. A Trojan in the cyber world works similarly, as a file carries a malicious code script executed by the system once the victim opens the file. Lately, attackers have come up with a way that utilizes macros to perform their ulterior motive. People use macros to make their lives easier. Attackers exploit this by embedding malicious code which the victim cannot see, the victim ends up permitting macros on the system, and the Malware executes its ulterior motive. Trojans are dangerous as a user could get an infected file off the internet without even realizing it.

- **Worms:** A worm is a type of Malware that spreads across a network by itself. The worm is a special kind of Malware that doesn't require a software attachment or interaction. The worm is especially dangerous as it feeds off the system's resources and keeps scanning for newer machines to infect. A worm could aggressively infect multiple devices causing a network-wide infection that could damage the resources considerably. The worm's prime directive is to stay active as long as possible on the target system and then spread itself to as many systems as possible. Detection of a worm is possible if the worm starts consuming resources extensively.
- **Virus:** A computer virus is a malicious code that attaches itself to an application while execution. A virus is also self-replicating, but its intentions are not to spread extensively over a network automatically. Instead, it intends to replicate and damage the host system to prevent regular functioning. A worm can automatically replicate itself over the network, whereas a virus needs some human interaction to transfer itself over a network. A virus could be hazardous to the system as some viruses cause damage by deleting files, applications or even flooding the network. Detecting viruses without dedicated software could be tricky. The user might notice a decrease in performance, loss of data, spam, and frequent crashes.
- **Rootkits:** A rootkit is a program that aims to provide elevated access to a computer while reaming unnoticed. The rootkit gives an attacker remote access to your system, which the attacker can steal data. Rootkits are challenging to detect as all they do is provide escalated access remotely. A rootkit can stay on the target system for a long time without being detected, making it dangerous. Several types of rootkits exist that are segregated based on the installation location. An attacker could send a Trojan carrying a rootkit to a victim to gain access, or the rootkit could be already present in the hardware. Some organizations install rootkits on their devices as a backup plan in case of device theft or loss.

- **KeyLoggers:** Keystroke loggers or keyloggers are a form of Malware that monitors a victim's keyboard activity. Key loggers work by capturing every keystroke made by an unsuspecting victim and storing it for later retrieval or sending the captured data over a covert channel. Key loggers are extremely difficult to detect when implemented as they never directly interact with the victim. Keyloggers are a form of spyware implemented to monitor only a tiny domain of activity. However, dangerous key loggers have an actual use case scenario in monitoring employee activity or children's activity. A simple countermeasure is to use virtual or on-screen keyboards if possible, as not all keyloggers are capable enough to capture pixel-based strokes.
- **Mobile Malware:** As the name suggests, mobile Malware specifically targets handheld or mobile devices. Mobile malware targets devices running mobile operating systems that work on a different architecture. Mobile Malware is becoming an imminent threat due to the increase of BYOD[Bring Your Own Devices] policies in organizations. Attackers develop Malware to exploit vulnerabilities present in mobile operating systems. Mobile Malware is again a broad term that encapsulates all the previously discussed types of Malware modified to work on a mobile operating system. Everyone currently uses mobile devices for everything from emails to actual banking, and it makes sense for an attacker to compromise a mobile device with appropriate Malware.

3. Methods

Creation of Virtual environments

As testing malware or exploits on existing systems is not possible or feasible, we will be utilizing virtual environments to test some basic kinds of Malware. we used Oracle VM virtual box (Version 6.1.18 r142142 (Qt5.6.2)), an open-source virtualization software, to set up our testing environment. Virtual machines were my best option to test out Malware due to the availability of technology like snapshots. Snapshots allow the user to bring a virtual machine back to a saved state to revert any damage or changes made during the operation. We isolated the virtual machines on a virtual network to prevent any malware we tested from affecting our regular desktop system on accident.

We created two virtual machines to create a simple testing environment. The first was an officially acquired virtual machine running Microsoft Windows 2007 (Microsoft), and the other virtual machine was an officially acquired Kali Linux virtual machine (OWASP). Kali Linux is an operating system developed by OWASP as a primary penetration testing operating system.

We disabled the Windows firewall in the virtual machine for the initial testing to make it vulnerable to the basic malware and discovery techniques. Kali Linux comes packed with valuable tools for penetration testing. We set up a shared folder to transfer files quickly between the two created virtual machines, the sahred folder was on a standard desktop environment that allowed direct communication with the 2 virtual machines.

Using NMap and ZenMap for basic reconnasiance

We used nmap and its gui tool zenmap to perform discovery techniques to check if the machine is discoverable using basic, intense and port scan(specific and generalized) methods.

Scans from L1 – L2 were used.

Nmap CLI was used to perform a basic banner grabbing reconnaiance to gain onformation about the target system.

Using Armitage and Metasploit to create payloads

Metasploit is a penetration testing framework used by attackers and defenders alike to understand hacking techniques and methods. It is a more accessible alternative to manually scripting a payload and executing an attack (Porup, 2019).

Armitage is a java-based GUI developed for the Metasploit framework. Attackers and defenders use Armitage to understand better and initiate different kinds of attacks, and it can even scan for targets on the network.

Most of the Malware we created utilizes the reverse TCP connection module present in the Metasploit framework. The reverse TCP module initiates a connection with the victim system, and an attacker can use this connection to implement other exploits or control the system.

Metasploit is a command-line-based interface that an attacker uses to initiate attacks or scans. The reverse TCP module's payloads were created and transported to the target system via the established shared folder.

We used Armitage to scan the network for devices using Nmap and after detecting devices. We then used Armitage to create reverse TCP payloads that we transferred between the virtual machines via the shared folder.

Creating a simple script-based malware

Developers use scripting to write executable scripts to perform tasks on the command shell/prompt. The creator meticulously scripts most Malware to achieve their goals without being noticed by the target or security systems. As we just wanted to test out the damage a well-crafted script could do to a vulnerable system, we made simple scripts that we could execute through a web shell or a reverse shell. A packaging tool can package created scripts with useful software or files to make it even more inconspicuous.

- Script, one enumerates files in the current directory and stores the output in a text file
- Script two copies and pastes a file from the guide in the same place
- Script three looks for the largest file and deletes it

We transferred these scripts to the Kali machine and executed them using a web shell on the windows target machine. The scripts are not inherently dangerous with the correct access controls activated, the scripts could be merged and modified to make them more dangerous.

Using Fat rat to create Trojans

The fat rat is a Trojan creation software used by attackers to make payloads and backdoors easily. The fat rat is a shell-based utility that allows a user to create Trojans or payloads. Rat is an acronym for a Remote access Trojan, and a rat is used to access an infected system remotely to steal data or cause damage. The tools combine popular payloads like Metasploit-based payloads and MSFvenom payloads. The tool can create a payload contained in a word document to execute a script or a command after opening.

We used fat rat to create reverse TCP-based Trojans for a windows machine, an android device and tested the different delivery methods included in the tool. Fat Rat is capable of inserting backdoors in preexisting android APK files as well.

We shared the payloads created using a shared folder and executed the files on the target machine. As the fat rat supports multiple Trojan creation techniques, we made a simple payload, a shell, a word-based, and an android payload.

Using Beast to create Malware

Beast is a windows-based tool used to create Trojans and backdoor access utilities. Beast contains a file binder that combines multiple files to change the signature of the final package to bypass security systems.

We used Beast to compromise a second windows machine that was the clone of the first vulnerable windows machine created. We used the beast server creation utility to create a server and give it a different name and icon. We also set it up to inject its process into explorer.exe to try and hide it even better.

We shared the file created by Beast using the shared folder and executed it on the target machine.

Creating a simple keylogger in C

A key logger is a software that can track and monitor keystrokes made by a user. Key loggers can even be hardware-based which are physically installed in a system to track keystrokes. Depending on the complexity and the security access, a key logger can either store the recorded data locally or send it over the network. The idea behind storing recorded information locally on the system is that the system is accessible either remotely or physically with little to no effort.

We wrote a simple keylogger using C that logs the keystrokes once activated and stores the recorded keystrokes in a text file near the executable. The key logger is virtually untraceable by regular users. Shutting the key logger down requires terminating its process using a task manager or a similar method.

A developer could create a similar keylogger using python and the OS library. An even more straightforward keylogger utilizes a web shell to execute a simple echo command that echos all the keystrokes entered by a user into a file or on the console itself.

Using a wrapper to mask Malware

A wrapper is a tool used to mask malicious files to try and get past security systems. An attacker can use a custom packer to alter a file's digital signature to change what it looks like to the security system entirely. The wrapper may even support encryption functionality to mask the file even further. The wrappers are a type of glue ware that binds different software together.

We used IExpress wizard to try and get past malware scanners by wrapping them. Instead of creating Malware, we utilized available malware files to verify if the security system put in place worked. We packaged the malware file into an EXE file containing road rash that executes the script if the user opens the game.

Using JPS virus maker to create a simple virus

JPS virus maker is a GUI-based tool used to create executable virus files for windows machines. It has many inbuilt scripts that an attacker can use to damage a target system. Creating viruses has become pretty easy lately due to utilities like these.

We created a simple virus that disables the start button and disrupts user mouse control. We transferred the virus using the shared folder made for the virtual machines. As we played the role of both the attackers and defenders, it was easy for me to test out the impact of Malware on the different systems.

Using internet worm maker thing to create a simple worm

Internet worm maker thing is software used by attackers to create worms. The tool has multiple choices and options for the user to create a worm. It even has the functionality to create a worm with a custom code or batch script.

We used the functionality to embed the basic script malware we created into a worm. As we isolated the virtual environments from the network, we protected our actual systems from the worm.

Using Metasploit to compromise an Android device

We used an old mobile device to test out android based attack vectors and attack techniques.

The Metasploit framework contains payloads and packages written by a developer to compromise the security of an android device. Attackers package MSF venom payloads into sound or preexisting APK files that the victim can install on the android device to infect the machine.

We created a simple reverse TCP module-based malware using Metasploit to compromise my android device. As android is a Linux-based operating system, Metasploit is used to access the shell and gain root access. The root access can then be used to establish ftp connections or modify user details and reroute system logs.

Activating the firewall to test security:

Testing out Malware without any security measure is an excellent way to check the impact of the Malware. We wanted to check out the subterfuge capabilities of some programs by testing them against a very basic firewall provided by windows.

We added new rules in the firewall list to deny TCP/FTP requests and disabled software installation without admin access.

4. Findings

Effect of ZenMap (Nmap) discovery:

ZenMap Discovery modes: We used Zenmap to attempt to find the virtual machine on the created virtual network with varting intensities of scans before and after enabling the basic firewall. Zenmap was also used to perform banner grabbing to learn more about the target system.

With the fireball enabled Zenmap was not able to detect the virtual machine using a basic scan or and intense L1 scan. Using intense L2 scan Zenmap was able to detect the machine and list out open ports.

Banner Grabbing proved inconclusive with the firewall enabled.

With the firewall disabled zenmap was able to detect the windows virtual machine immediately using even the basic scan, an intense scan listed out all the open ports and services.

Banner grabbing listed out the SMB service version which allowed us to check it using CVE to learn about the vulnerability.

Effect of Malware on the vulnerable Windows machine:

- **Armitage Reverse TCP Payload:** We used Armitage to create a reverse TCP payload to infect the vulnerable windows system. Initially, Armitage detected the system and performed an intense Nmap scan to determine open ports and services. We used the reverse TCP payload shell to create a payload and initiate a listener on the system. We used the shared folder to transfer the executable payload and start it on the windows system.

  The Metasploit listener was immediately able to establish a connection with the system. We used the established connection to execute shellcodes and gain remote access to the system.

- **Script-Based Malware:** We created three simple executable bat files to test the impact of elementary script attacks.

  The first file enumerated the directory it was run in and saved the output onto a text file. We can then recover the text file using any possible means.

  The second script file copied the first subdirectory it found and pasted it inside the folder. The script aimed to consume disk space which over time would reduce the performance.

  We designed the third script file to seek out the largest individual file in the current directory and delete it permanently—the script aimed to delete the user's sensitive data. In windows the C drive genrally contains system files and is more often than not the largest directory so a possibility of deleteion poses a threat.

- **Fat Rat Trojans:** We used Fat Rat to create reverse TCP payloads that we saved using three techniques.

  We created a simple EXE payload with the reverse TCP shell to access the system remotely using Metasploit. Executing the file establishes a connection with the listener.

  The second method we utilized was a simple bat file containing a reverse TCP shell payload. Executing the file in a shell environment establishes a connection with the listener created using Metasploit.

The third method we utilized was to create a word file-based Malware that contained a reverse TCP shell. Opening the infected file on the system established a connection with the Metasploit listener on my attack machine.

- **Beast Trojan:** We used beast Trojan to create a server file for a vulnerable windows machine and transferred it using the shared folder. We started the server on the target machine.

  We used a different windows machine to start the beast client that gave me access to the vulnerable system.

- **Keylogger created using C:** We transferred the keylogger executable file to the target system using the shared folder and started the keylogger. We terminated the keylogger process after making some keystrokes entering login credentials on a simple HTML form we created.

  We accessed the log file created by the keylogger and verified the keystrokes we entered. The simple keylogger was able to register all keystrokes except the Esc key as the event generated by Esc cant be decoded without os libraries.

- **Malware packaged using wrapper:** We used the online service provided by Virus Total to verify malware files. Using the web-based file checker, we were able to confirm that a script had a previously used signature.

  We used the wrapper to try and mask the Malware inside different files. After wrapping the malicious script, only a few antivirus software detected the malware file's signature.

- **A virus created using JPS:** We used JPS virus maker to craft a simple virus that removes the start button and disrupts mouse control for the infected system.

  After executing the file, it disrupted mouse control and removed the start button successfully. Even after a restart the effects didn’t seem to g away so the system had to be restored using a fresh snapshot.

- **Worm created with a custom script:** We used the Internet worm maker thing to make a worm that executed a custom script that copied files into a subdirectory.

  The worm successfully executed the file copying script and even reached the second windows virtual machine that was created and enabled just to test the ability of the worm.

Effect of Malware on windows machine after activating firewall:

- **Armitage Reverse TCP Payload:** Armitage could not detect the system using a Nmap scan after starting the firewall. We had to manually add the machine and set up a listener. As we added the firewall rule to prevent TCP connections, the file could not connect with the listener.
- **Script-Based Malware:** As the scipt based malware was executed in a non protected folder the scripts were able to achieve the set outcome. Attempting to execute the script in a protected folder environment like C drive didn't let the scripts perform their jobs and required manual confirmation.
- **Fat Rat Trojans:** Although created using different methods, the fat rat Trojans utilized a reverse TCP connection to connect with the listener. As the firewall rule blocked TCP connections, the Malware could not establish a successful connection with the listener.
- **Beast Trojan:** As the beast Trojan utilizes an open port to connect with the client, we turned the configured port off. The Trojan was unable to establish a connection with the client.
- **Keylogger created using C:** The keylogger designed was almost undetectable, so the presence of a firewall didn't impede its function. We was able to recover logged keystrokes after a dummy session by accessing the directory manualy.
- **A virus created using JPS:** The virus created using JPS was not particularly harmful to the system, but the older windows defender could not detect the virus and prevent execution. The virus was able to remove the start button and disrupt mouse movement. The system had to be restored to last stable state to continue further testing.
- **Worm created with a custom script:** The worm created using the tool carried the custom script to copy and paste files into a subdirectory. The older version of windows defender was unable to detect and stop the execution of the worm. Adding a second layer of security to the cloned windows machine prevented the worm from copying itself to the other device.

Effect of crafted Malware Android Device:

The android device we used was an older device without security patches.WeI transferred the modified APK onto the device using a data cable and executed them to connect with the listener setup using Metasploit.

After a successful connection, we issued simple commands on the device shell to list directories and processes.

Effect of crafted Malware on android device with antivirus:

We used the same machine and payloads for the tests. We added Kaspersky mobile antivirus to the device to check the subterfuge capability of the crafted Trojans. The antivirus software was able to identify the infected file after a single scan hence alerting us before installing the file and compromising the device.

5. Discussion

As discussed, Malware has spread to a great extent. Users unknowingly download and execute malware scripts on their unprotected systems leading to data loss and theft. Protection against cyber-attacks comes in many shapes and forms. The process is not as straightforward as it should be. Protecting against the plethora of malware types is not easy. Sometimes a malware attack is multi-faceted, which means it could have multiple attack vectors or end goals. Protecting against a single plan or attack vector can leave clinks in your armor.

Following some practices can help safeguard the user against a malware threat. I will be discussing some methods to defend against Malware. These are standard practices that users could follow to prevent malware infections.

1. **Use antivirus software:** Antivirus software has evolved to be more accurate at detecting Malware. Having layers of security is essential to protect data and user privacy in this digital era. Freely available antivirus software or default antivirus software is better than keeping your system unguarded. Antivirus databases are updated regularly to keep newer signatures in check. Antivirus software also contains a sandbox environment implementation to allow the user access to the possible threat in a safe environment. Antivirus software can schedule scans to detect and clean any malware found on the system.
2. **Use a firewall:** System administrators implement firewalls to block access to a

private network. Firewalls can help protect against Malware that slips by antivirus and attempts to connect with the attacker. Administrators can add rules to firewalls to deny requests made by unauthorized software. A firewall can protect against any cyber threat that attempts to connect to the network after installation or execution, effectively blocking access to backdoors.

3. **Avoid using untrustworthy websites:** Users download all kinds of files from the network. Attackers can infect downloadable files with some malware that can damage the user's system. A user must remain careful while downloading any file from the web. Some browsers have basic implementations to warn the user if a file or website seems suspicious. It is advisable to follow the browser warning to prevent malware infection.
4. **Avoid opening attachments from unreliable senders:** Emails are a large part of today's conversation methods, preferred by many. Reputable email clients can scan files for Malware and warn the user about it. Some email clients cannot check encrypted documents to verify security. Avoiding opening emails from unreliable senders is a good practice.
5. **Keep offsite backups if possible:** Threats like ransomware go after the victim's data, ransomware encrypts data and demands a price for a decryption key. Keeping offsite backups helps prevent dependency on one system. Some viruses and worms are also known to destroy crucial data. Regular backups let the user return their system to a previous state which is functional and noninfected.
6. **Close unused services and ports:** Some malware can initiate a conversation with a central server using open ports on a system or even utilize available services to execute their goals. Closing inactive services can help lower the number of possible attack surfaces. Open ports must be protected using some authentication, and unsued ports should be closed to deter any communication attempt.
7. **Prevent Script execution if possible:** Script execution is an essential part of many systems and is functional. Attackers can use scripts to damage the user system and perform malicious code. Disabling unauthorized script execution can prevent Malware that executes scripts from achieving their final goal—setting up

authorization before script execution can warn the user about an imminent attack.

8. **Disable macros if possible:** Macros are essential while working on extensive data. Attackers can use macros to execute malicious code and scripts. Disabling macros can help the user prevent macro attacks or Malware based on macros. Microsoft Office allows the users to open downloaded files securely by disabling any access other than reading, and this could help protect users from document-based Malware.

6. Conclusion

Malware is a threat that looms over every user in this digital era, and it threatens not only our data but also our privacy as users. Attackers manage to find a way to defeat our security measures and disrupt our lives. Malware has many types, and each of them serves a different purpose.

We used a virtual environment to test the impact of some malware and tried to understand the level of threat we face. Testing different malware helped me understand the field a bit better. We tested the Malware in a vulnerable environment by disabling the firewalls and safety precautions and then tried the same using primary security countermeasures.

We were able to get an idea about the impact of basic Malware on a system and was also able to create a script that can cause some damage. We used a few different Trojan methods to package or wrap the Malware. A service like Virus Total is essential in detecting malware signatures.

We were able to test out some basic countermeasures to protect our systems against Malware. Antivirus software is essential to protect our devices from Malware that can damage our systems. We need to be vigilant about the resources we get from the web, as attackers can modify Malware to such an extent that it is difficult to detect.

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26

Cloud Privacy and Security- A Review Paper

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Abstract

Distributed computing has revolutionized the way people use cloud resources to host and deliver various services through the internet. The benefits of cloud resources are many, and with the rapid development of cloud technology, it has become more accessible to users. However, one major issue that needs attention is cloud security. Many users are still unaware of the risks associated with cloud storage, and there is a lack of mass awareness on this issue. As cloud technology continues to gain traction in the corporate world, clients need to be aware of the standards of cloud utilization. However, many clients may lack knowledge about IT security, which can be a major risk. It is crucial to measure the level of their understanding and develop a training framework to promote security awareness. This is where new measurements and calculations for assessing security familiarity come in. By incorporating emerging cloud security requirements, we can better equip corporate clients and workers with the necessary knowledge to use cloud resources safely and securely.

Index Terms- Review, data security, cloud data hiding, security in the cloud

I. INTRODUCTION

The emergence of distributed computing has become a significant area of interest for both academics and business. It presents users with access to web-based services, allowing them to use different software without installing or coopting them based on their prejudice. NIST, the National Institute of Standards and Technology, claims, On-demand network access to a participating pool of adjustable computing offers is provided by distributed computing. However, implementing a successful cloud strategy can be challenging, with data security being a top priority for clients. A 2011 survey conducted by the IDC revealed that clients are concerned about their confidential information being differently applied or moved to a different cloud four types of data that need to be protected include usage data, sensitive financial records, personally identifiable information, and unique device characteristics. Risks associated with distributed computing have been categorized into legal, strategic, operational, and technical risks, with data security identified as the most significant.

Affinity for Cloud Security has highlighted the risks associated with distributed computing fall into thirteen main categories., with data protection being directly or indirectly linked to five of the seven most significant threats. To enhance security, organizations and departments worldwide have conducted research on cloud security advancement, taking into account six perspectives, including data privacy, trust, access control, resource access control, recovery, and separation. Ensuring security at every stage of the data life cycle, including creation, transfer, use, sharing, storage, and destruction, is essential for building clients' trust in distributed computing. Although the goal of distributed computing is to provide better satisfaction and reduce clients' responsibility, security risks still exist and need to be addressed.

II. ORDER OF CLOUD REGISTERING

Distributed computing is an increasingly popular method of accessing services over the internet without having to purchase or install software on personal computers. Its advantages include multi-tenure, high scalability, flexible payment options, and asset self-provisioning. The administrative Three categories are included in the cloud computing model: IaaS, PaaS, and SaaS. IaaS provides Internet-based, virtual computing environment computing resources and systems administration elements, while PaaS enables developers to create applications in various programming languages. SaaS allows clients to use internet resources hosted by service providers, such as software and apps. Cloud computing modes of deployment that are public, private, hybrid, and community clouds. However, public clouds deployment presents a significant risk to information security.

While clients rely on service providers for security measures, they are also at risk of data breaches. It is essential for service providers to put in place stringent security procedures to safeguard client data and gain their trust. Previous reviews of security issues with cloud computing have been limited and lacked detailed analysis. In this study, we conducted a thorough literature review to focus about the public cloud's concern with data security deployment for distributed enumerate

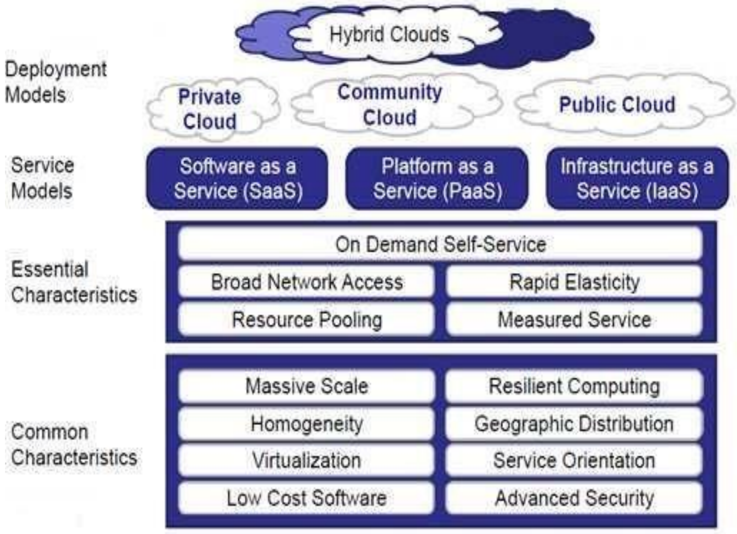


Figure 1 Cloud Foundation for NIST

III. METHODOLOGY

When researching computers, researchers are increasingly conducting systematic literature reviews to examine a broad range of topics. This research work builds upon a literature review presented in reference 24, and Figure 3 depicts the review procedure. An organised literature review aims to deliver an extensive overview of recent writings pertinent to a specific question. Numerous scientists have adopted these principles to contribute to the field of software engineering. For example, previous studies such as references 25 and 26 have used a systematic literature review process to evaluate aspects evaluation of software product line components and software component reuse methods. The literature Three phases and 10 sub-activities make up the review process. During the first phase, researchers introduce a set of questions to guide the review.

Que. 1 What methods are known for ensuring data security in cloud assessment?

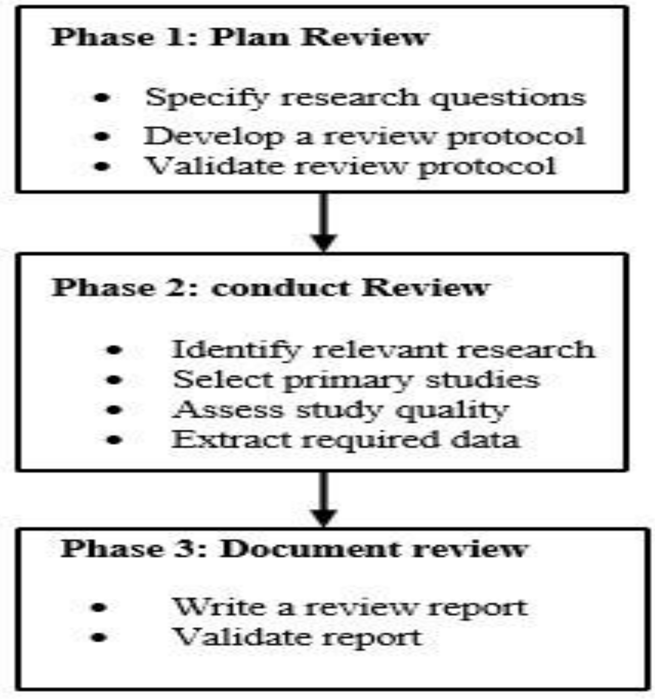
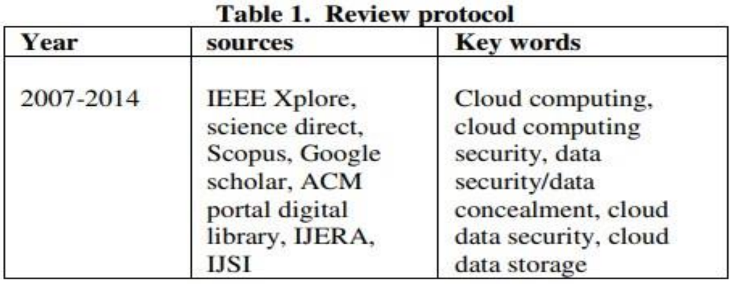


Fig. 2: Review procedure modified from [24].

Que 2. How have the procedures been authorized?

The first sub-activity of Stage 1 in this research study involved developing a survey protocol that included the sources and keywords to be used. The protocol was reviewed, analyzed, and modified by researchers before the final version was presented in Table 1. The sources used for this study included ScienceDirect, IEEE Xplore, Google Scholar, Scopus, ACM Digital Library, and JSTOR. The study focused on research papers published between 2007 and 2021.

Table 1. Review protocol



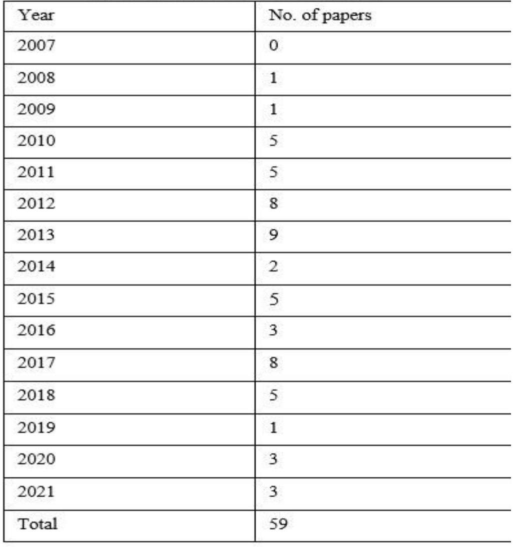
Year	sources	Key words
2007-2014	IEEE Xplore, science direct, Scopus, Google scholar, ACM portal digital library, IJERA, IJSI	Cloud computing, cloud computing security, data security/data concealment, cloud data security, cloud data storage

In the second period of the audit, the hunt is performed by involving various questions connected with information security in cloud processing climate. The underlying During the second stage of the review process, a quest was carried out utilizing lively queries on data security in cloud computing. The studies were evaluated based on certain quality criteria, including the presence of a model, experiment, system, or guideline. Relevant data based on the documents was collected to respond to the research inquiries. To ensure that no critical references were missed, an additional step was taken to search the references of the selected papers. The information gathered was combined to present the overall results. The evaluation process's last stage involves thethe findings were analyzed and a comprehensive report was written and approved. The systematic literature review process followed in this study was based on established principles and protocols used in previous research studies, such as those presented in [25, 26].

IV. RESULTS

In this section, we will be presenting the results obtained from the survey. As a way to offer a thorough and detailed an overview of the results, table 2 has been included, which displays a yearly summary of the number of papers published citing sources. To complement this, Figure 4 has also been included to visually represent the outcomes. These findings will be presented in detail in relation to the research questions that were previously stated.

Table 2 year wise search results



Year	No. of papers
2007	0
2008	1
2009	1
2010	5
2011	5
2012	8
2013	9
2014	2
2015	5
2016	3
2017	8
2018	5
2019	1
2020	3
2021	3
Total	59

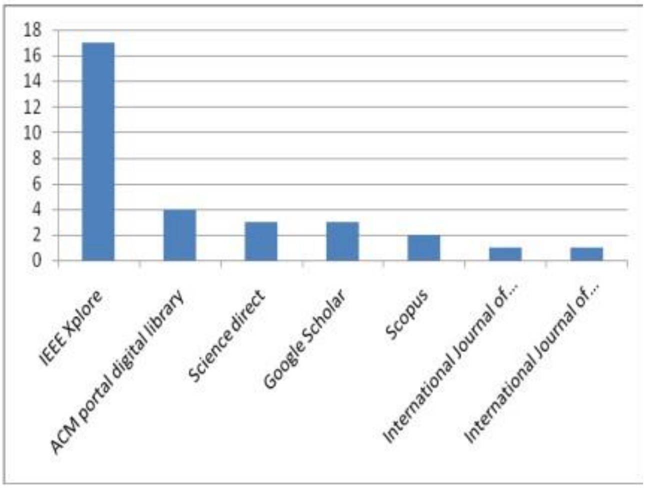
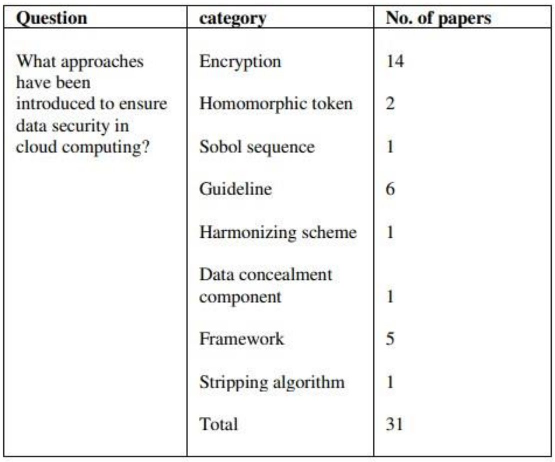


Fig4: Frequency of papers w.r.t to sources

Que. 1 What methods are known for ensuring data security in cloud assessment?

The audit findings resulted in the proposal of recommended methods for the distributed evaluation of intelligence security, as illustrated in Figure 5. The figure groups the results into decoding, where the scheme text denotes the year and the number of published papers. The survey process involved three stages, each with ten sub-activities. During the first stage, the review was planned, research questions were specified, a survey convention was developed, and the audit convention was validated. In the second stage, the review was conducted, relevant studies were identified, primary studies were selected, the quality of the studies was assessed, required data was extracted, and information was synthesized. In the third stage, the review was documented, and the report was validated. these findings, which were transformed into figure text using various encryption algorithms.

Table 3 category wise results of question1



Question	category	No. of papers
What approaches have been introduced to ensure data security in cloud computing?	Encryption	14
	Homomorphic token	2
	Sobol sequence	1
	Guideline	6
	Harmonizing scheme	1
	Data concealment component	1
	Framework	5
	Stripping algorithm	1
	Total	31

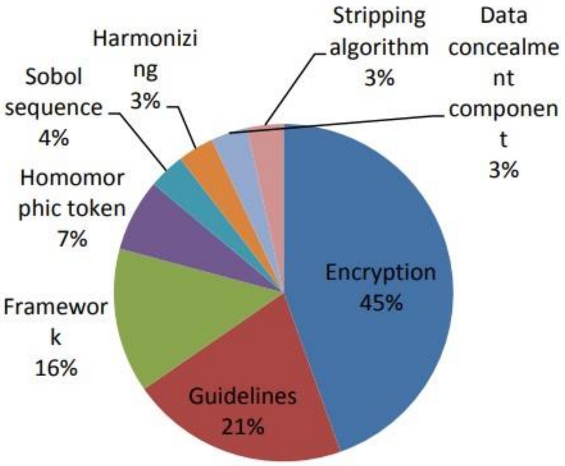


Fig 5: Proposed approaches to ensure data security

V. AUTHENTICATION

A The results of the show that encryption (45%) was the most widely employed technique to ensure cloud computing data security. In order to secure a computerized signature algorithm using RSA encryption is proposed in [27]. This algorithm employs a "hashing computation" technique in programming to reduce a big number of lines of data into a smaller number of lines. The message digest is then encoded using the sender's digital signature using a private key. The sender's private key and the recipient's public key are used by the programme to decode the digital signature into a message digest. In [28], SDES (Simplified Data Encryption Standard) and Data Encryption Standard (DES) core elements are coupled with the Vigenère and Playfair cypher techniques. The "black box" is used to divide plain text into equal portions, with 2 pieces on the right and 6 pieces on the left. These 6 pieces are further separated into two parts, with the first two pieces representing the columns and the last four pieces representing the rows. Finding the rows and columns will yield the relevant value. The resulting 64-bit block is then subjected to the predominant function block, which has a fixed block size of 64 cycles. Each of the 8 octets of the resulting Vigenère block, composed of 64 bits, is then subjected to this function.

Finally, these components are further separated into smaller blocks. According to the research, encryption was the strategy most frequently employed to assure the security of cloud data, accounting for 45% of the cases studied. One proposal presented in [27] employed an RSA-encrypted digital signature algorithm for securing cloud data. The approach utilized a "hashing computation" technique to reduce large data collections to a manageable amount of lines. This message digest was then encoded with the programmer's confidential key to generate a digital signature. In [28], a method was proposed that combined Data Encryption Standard (DES) core pieces with the Playfair and Vigenere cipher, and cipher techniques. Another approach utilized Bilinear Diffie-Hellman in [29] for secure key exchange, with RSA employed for data encryption. It’s allowing for secure communication between clients and clouds without external servers. Prior to transmission to the cloud, the client added a heading to the message information and encrypted the data. [30] used Data security is ensured by Secure Socket Layer (SSL) 128-bit encryption. availability, integrity, confidentiality, which could be increased to 256-bit encryption.

In [31], the client delivered the cloud-based data, and the supplier of clouds generated a keychain, encrypted client data using the I saved the RSA algorithm.it on it’s server farm. [32] proposed a three-layered information security model, with each layer responsible for securing the data in the cloud. Finally, [33] utilized the RC5 algorithm to retrieve information from the cloud, with scrambled data conveyed to ensure that it could not be decoded even if intercepted. In order to guarantee the safety of data in the cloud, various methods have been proposed. Encryption has been found to be the most commonly used method, with different techniques such as RSA-encrypted digital signature algorithm, DES basic components with the Playfair and Vigenere encryption, Simplified Data Encryption Standard (SDES), and techniques, Bilinear Diffie-Hellman, and RSA being utilized.

Other methods that use access control mechanisms to ensure data security include (RBE) and Role Base Access Control. Safe distributed computing has been proposed secret sharing utilising symmetric bivariate polynomial-based cryptography and elliptic Diffie-Hellman (ECDH). Area-based encryption has also been suggested using client area and topographical position, while a combination of computerized Advanced Encryption with Diffie Hellman key exchange and signature Standard encryption computation It been suggested that secure cloud-based categorization of data. Another approach is three layered information security model that has introduced to cloud-based protected data.

VI. INSTRUCTION

The safety of data stored in the cloud canensured through various approaches, as revealed by our survey. One such approach is the use of rules, as demonstrated in [21], where rules were employed to ensure data security. [39] presented a new cloud framework engineering method that involved three key features, including the partition and system service providers, the withholding of information regarding the owners of the data, and the obscuring of the data. Another approach is the use of specialists, as described in [40], where a specialist policy was developed to protect data in cloud architecture, utilizing three specialists, include experts in files, authentication, and keys management specialist.

[41] provided rules for six key information technologies, including data security protection, verification of the both exist and availability of data, reliable access management, and trusted cloud resource access control. Finally, [42] presented rules for selecting the best encryption algorithms based on an evaluation of four distinct encryption techniques, which can be helpful in choosing the most suitable algorithm according to the needs of the user.

VII. SUBSTRUCTURE

To enhance data security in the cloud, several system approaches have been suggested. One such approach is the trusted cloud system that utilises data-driven criminal investigator method for increasing data safety. a system incorporates file-driven and information-driven logging tools to enhance data privacy. Another approach is the multi-tenant framework that comprises three layers, including presentation, High security for user data is provided by business logic and data access layers. A protocol called "sec cloud" has been proposed that combines Using a specified verifier signature, group authentication, and probabilistic encryption, safe data storage and computing in a cloud environment testing methods. In addition, a three-phase approach has been suggested that involves data categorization and metadata indexing Multi-user private encryption with keyword access is used to provide total data privacy. to keep resulting records secret from cloud service providers, and a policy to aid data sharing among users using metadata and encryption schemes. These system approaches help make sure that data on the cloud is secure and private.

VIII. RESEMBLANCE TOKEN

An innovative method has been suggested to dependable and effective dynamic operations the data blocks the cloud. method involves use of resemblance tokens with spread verification of erasure-coded data, which allows for secure data deletion, update, and attachment. The proposed approach builds upon a similar model proposed in [48] and employs a token precalculation technique to achieve storage RI integration. By implementing the resemblance token scheme, this approach addresses seven critical issues identified in [47]. The unique features of this method make it a promising approach for enhancing data security and privacy in the cloud.

IX. STRIPING CALCULATION, INFORMATION COVERING PART, ORCHESTRATING, AND TOKEN PLOT.

To ensure secure retrieval of calculation data images in the cloud, a combination of fragmentation and token schemes have been proposed. This approach addresses three critical issues highlighted in [49]: data dissemination, data fragmentation, and image analysis. Another data partitioning scheme was proposed in [50], consisting of Data production, data tagging, and prediction are the three sub-parts. the evaluation of this scheme demonstrated its effectiveness in protecting genuine user data and defending against potential attacks.

In [51], a security-preserving repository was established with a primary focus on achieving information privacy while maintaining seamless relations within a cloud. This suggestion approach enables owners delegate especially the chores that need a lot of computes to cloud servers without revealing the elements of the data. Similarly, in [52], a scalable and efficient verification protocol was proposed to discuss about computing data security. Instead of using pseudorandom data, this approach combines token precomputation using Sobol sequences to verify the integrity of erasure-enciphered data. The suggested design consists in three phases: document distribution, token precomputation, as well as the challenge-response procedure.

Que 2. How have the procedures been authorized?

Figure 6 presents the second investigation's findings. which displays various methods utilized for validating the proposed approaches. The classes include: (1) experimentation, which involves conducting trials (2) Comparative analysis to verify the results, which involves comparing the suggested approach with other methods to validate the results; (3) testbed, which involves validating the proposed approach on a testbed; (4) statistical analysis, which involves analyzing the results using some statistical method; (5) meta-analysis, which involves validating the results through a systematic review of existing literature; (6) performance analysis, which involves analyzing the performance of the proposed approach using different methods; and (7) presented strategies that lack any form of validation. Table IV provides the order confirmation information. and Figure 6 illustrates the percentage of each validation type. Any exact procedure is referred to as validation utilized evidence, excluding the mere utilization of the proposed approach.

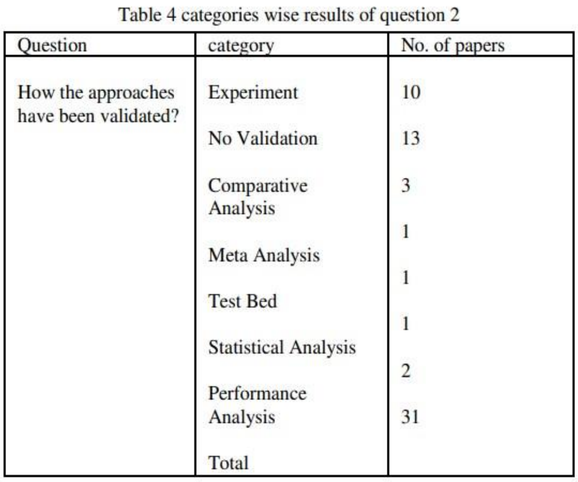
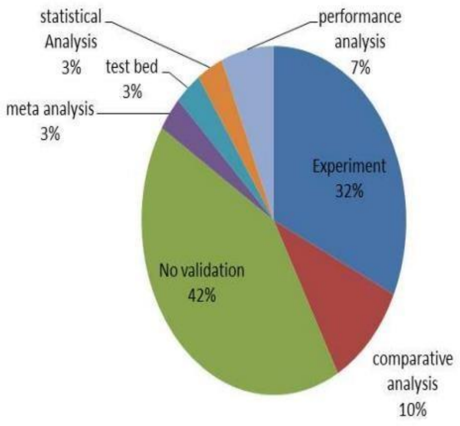


Table 4 categories wise results of question 2

Question	category	No. of papers
How the approaches have been validated?	Experiment	10
	No Validation	13
	Comparative Analysis	3
	Meta Analysis	1
	Test Bed	1
	Statistical Analysis	1
	Performance Analysis	2
	Total	31



The investigation into whether proposed methods were validated revealed that although 47% of the cited studies suggested a method for protecting data in pall terrain, they failed to provide any supporting evidence.

X. CONDUCTING TESTS

Several papers from the selected ones have proposed different approaches and conducted experiments to validate their proposed models. In one study [32], the proposed model was tested using a cloud test system named Hadoop, which involved implementing three security measures: message authentication code, data file arrangement, and encryption. Another study [33] used programme in the pall landscape to verify the outcomes of the rc5 algorithm, and the outcomes were contrasted with those of the Amazon S3 service. Microsoft Net Fabrics-based linked networks may be built and run using Aneka. In a different study [34], the proposed design was implemented in Java, and the outcomes shown that the efficacy of encryption and decryption is very good and that the size of the plaintext is precisely proportional to the size of the ciphertext. The findings also revealed that the decryption key's size is 48 bytes, which is advantageous for drug users.

In yet another study [39], a cloud service was approach using C# Microsoft .net frame for attestation group cooperation. According to the trial's results, the service response time increases linearly as input textbook size is increased and data de-obfuscation does not result in significant outflow. The performance test also revealed the impact of partitioning on data production. The suggested technique encompassed data generation, data trailing, and data birth. Overall, these studies have proposed various approaches and conducted experiments to validate their proposed models, which can be helpful in securing data in the cloud environment.

XI. RELATIVE ANALYSIS

To support the suggested approaches, 10 % of the chosen studies used comparative analysis as a type of validation, in which the outcomes of the proposed approach are compared with those of other approaches. In [53], a comparison study was carried out to confirm the findings by taking into account elements like granularity, key management, and meta-information Administration, level of verification, and secret sharing. The proposed method utilized both trusted and an unreliable third parties. [28] outlines the suggested encryption method was validated by comparing it with input from both Playfair and Vigenere. This comparison helped to validate the proposed approach's results and ensure that they were accurate and reliable.

XII. ANALYTICAL ANALYSIS

A small percentage of the selected papers (3%) use empirical testing, meta-analysis, and proof of concept as validation methods. For instance, in [32] and [42,52], empirical tests from NIST are employed to verify the findings by selecting eight modern encryption schemes. A meta-analysis of four distinct security algorithms was conducted in another research, including RSA, Blowfish, together with DES, is shown in terms stage utilization flexibility, limit verification type, memory requirements, and time of operation. Moreover, to support the outcomes, a proof of concept is developed and tested.

XIII. ENDS AND FUTURE BEARING

Distributed computing has numerous benefits, such as costeffectiveness, fast data transmission, and improved accessibility. However, several critical issues need to be addressed, particularly with regards to data security. Numerous researchers have made contributions to developing various solutions, which are reviewed in this paper. A literature review of cloud computing data security is carried out, and the outcomes reveal that most approaches rely on encryption. Out of 45 encryption methods reviewed, 71% of the results were validated through some form of validation, with 67% of encryption strategies using trial and error to validate the outcomes. These findings suggest that most researchers are interested in the encryption process to improve data security in the distributed computing environment.

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27

Cloud Computing Security Issues and Existing Solutions

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Abstract

Cloud computing benefits both the service providers and end-users by offering enhanced accessibility, reduced IT maintenance burdens, scalable infrastructure, and cost-effective services. Cloud computing technology has several issues such as security, service reliability, vendor lock-in, data lock-in, load balancing, in cast, lack of transparency, resource allocation, interoperability. Security issues in cloud computing arise due to several parameters such as the shared infrastructure, weak access controls, data confidentiality, integrity, availability, and compliance with regulations. In this paper, existing solutions to mitigate cloud security issue are analyzed.

Index Terms- cloud computing, security, performance, issues

I. INTRODUCTION

Cloud computing is a technology that provides servers, storage, databases, software, and networking resources over the internet. Software as a Service (SaaS), Platform as a Service (PaaS), Infrastructure as a Service (IaaS) are the three service models of cloud computing. Public, private, and hybrid cloud are the cloud deployment models. Public cloud services are provided by third-party cloud providers, while private cloud services are operated by a single organization. Cloud computing services are provided through large data centers. Cloud data centers are categorized into switch-based, server-based and hybrid out of which switch-based data center networks are large scale high performing data center networks [12, 13, 14]. According to market research, the global cloud services market was estimated to have a value of $551.8 billion in 2021 and is expected to grow at a compound annual growth rate (CAGR) of 16.6% from 2022 to 2031 [1, 11].

Cloud computing eliminates the need to invest in physical computing infrastructure. It reduces capital expenses, making it a cost-effective solution. Measured services, rapid elasticity, resource pooling, broad network access, on-demand self-service are the five properties of cloud computing. Cloud computing benefits both the industry and end-users by offering enhanced accessibility, reduced IT maintenance burdens [11].

Cloud computing presents several issues including security concerns, data privacy, service reliability, vendor lock-in, data lock-in, load balancing, in cast and lack of transparency, resource allocation, interoperability [6, 7, 8, 9, 10]. The cloud requires users to entrust their data and applications to third-party providers, raising concerns about data security and privacy. Additionally, cloud providers can experience service disruptions or outages, leading to significant impacts on users. Security and privacy remain major concerns for organizations considering cloud adoption, with data breaches, data loss, and confidentiality breaches being some of the most cited issues [2]. Finally, cloud providers may not provide sufficient information about how their systems work, which can make it challenging to assess their reliability and security. In this paper, authors have reviewed security challenges in cloud computing environment. Section 2 describes impact of security issue on cloud providers and users. Existing solutions to cloud security are reviewed in section 3. Section 4 analyses existing work on cloud security. Finally, paper is concluded in section 5.

II. SECURITY ISSUES IN CLOUD COMPUTING

Security issues in cloud computing refer to the risks associated with protecting data and systems in the cloud. Due to the sharing of resources among multiple users, potential security vulnerabilities arise, and data breaches, unauthorized access, and data loss may occur. Cloud security is still a major concern for organizations, and despite the significant efforts made by cloud providers to improve their security measures, many challenges still exist such as data confidentiality, integrity, availability, and compliance with regulations. Selecting a trustworthy and reliable cloud provider is crucial since providers are responsible for securing their systems and protecting user data [3].

Security issues in cloud computing arise due to several parameters, such as the shared infrastructure, which involves the sharing of resources among multiple users and can create potential security vulnerabilities. Data breaches pose another significant security risk, resulting in the loss, theft, or unauthorized access of data. Other parameters such as weak access controls, data confidentiality, integrity, availability, and compliance with regulations can also create security issues in cloud computing. It is crucial for cloud providers to implement robust security measures to protect their infrastructure and customer data and for users to ensure that they use secure practices when accessing and storing data in the cloud [4].

III. EXISTING SOLUTIONS FOR THE CLOUD SECURITY ISSUE

The following are some solutions proposed by researchers to address security issues in cloud computing: encryption to protect data, access controls to prevent unauthorized access, security monitoring to detect and respond to incidents in real-time. Additionally, compliance automation, disaster recovery planning, and trusted computing technologies are suggested to further enhance cloud security. It is essential for cloud providers and users to implement these solutions effectively and continuously monitor and improve their security posture to stay ahead of emerging threats.

3.1 Encryption:

Researchers have proposed using encryption to protect data in transit and at rest. End-to-end encryption can be used to ensure that data remains secure even if it is intercepted during transmission. It converts plaintext data into ciphertext using an encryption algorithm and a secret key, which can only be decrypted by authorized parties who possess the key. Data-at-rest encryption can be used to protect data that is stored in the cloud. Encryption keys can also be managed by the user to ensure that only authorized parties can access data [15].

3.2 Access Controls:

Access controls are essential for preventing unauthorized access to cloud resources Access controls can be implemented at various levels of the cloud infrastructure, including physical, network, host, and application layers. They can also be used to enforce security policies, such as authentication, authorization, and auditing. Effective access controls can help prevent unauthorized access to cloud resources, reduce the risk of data breaches, and ensure compliance with security and privacy regulations [16].

3.3 Security Monitoring:

Security monitoring can help detect and respond to security incidents in real-time. Researchers have proposed using machine learning algorithms and other advanced analytics techniques to improve security monitoring. These tools can help identify patterns and anomalies in user behavior, network traffic, and system activity that may indicate a security breach. Advanced analytics techniques like machine learning and artificial intelligence can boost security monitoring by identifying abnormal behavior and patterns that may indicate security threats. Nevertheless, security monitoring in cloud environments poses several challenges, including ensuring compliance with data privacy regulations and facilitating effective communication between security teams and cloud providers [5].

3.4 Compliance:

Cloud providers need to comply with various regulations and standards, and researchers have proposed using automation tools to ensure compliance and reduce the risk of non-compliance. These tools can automate compliance monitoring, reporting, and auditing, and can help identify and remediate compliance issues before they become a problem.

3.5 Disaster Recovery:

Disaster recovery planning is critical to ensure that data and services are available in case of a disaster. Researchers have proposed using redundant systems, failover mechanisms, and data replication to improve disaster recovery. Redundant systems involve duplicating critical components to ensure that if one fails, there is another to take its place. However, effective DR in cloud environments requires careful planning, testing, and monitoring, as well as coordination between cloud providers and customers to ensure that recovery objectives are met. Failover mechanisms involve automatically switching to a backup system in the event of a failure. Data replication involves copying data to multiple locations to ensure that it is available in case of a disaster [17].

3.6 Multi-factor authentication:

With multi-factor authentication, users must authenticate using several different methods to access cloud resources. This often entails a mix of something the user is, something they have, or something they know (such as a password, token, or smart card). (e.g., biometric data). MFA adds an additional layer of protection and makes it more challenging for attackers to get unauthorized access to cloud services by demanding multiple forms of authentication [18].

3.7 Virtual Private Network:

The establishment of a secure and encrypted connection between a user's device and the cloud environment is done using a virtual private network (VPN). This method makes sure that data is secure and cannot be intercepted by unauthorized persons while it is in transit. A user's device establishes a secure tunnel to the cloud environment when they connect to it using a VPN, ensuring that data is encrypted and cannot be accessed by unauthorized parties. However, VPNs may introduce performance and scalability issues, and may not be well-suited to highly distributed cloud environments. It can help protect against interception and eavesdropping of sensitive information during transmission and can also be used to enforce access controls and authenticate user identities [19].

3.8 Network segmentation:

The act of segmenting a network into smaller, more secure subnetworks or segments is known as network segmentation. Network segmentation can assist in preventing attackers from moving laterally through the network if they get access to one portion of it by isolating various parts of it. By dividing the network into smaller, isolated segments, organizations can apply different security policies and controls to each segment based on the risk profile and access requirements of the applications and data hosted in them. Network segmentation can be used in a cloud computing environment to establish distinct network segments for various cloud resources, such as databases, applications, and web servers [20].

IV. ANALYSIS AND DISCUSSION

There are three different approaches to deal with security issues in cloud computing environment. First, is to prevent security threats at first place only. Second, continuously monitor and detect security breaches in cloud computing environment. Third, recover the target environment from security attacks after detecting security threats on the cloud environment.

Encryption to overcome cloud security issue is considered as an effective and efficient technique as it is required to be implemented at application layer only. Access control mechanism is implemented at all layers that is physical, link, network, transport and application layer of TCP/IP protocol suit. Due to this, access control mechanism is considered as robust to ensure security in cloud environment.

Researchers have proposed using redundant systems, failover mechanisms, and data replication to improve disaster recovery. Multi-factor authentication is one of the important techniques to ensure robust security in cloud environment as multiple forms of authentications are required for attackers to get unauthorized access to cloud resources.

V. CONCLUSION

Cloud computing enables service providers to offer computing services over the Internet. These services include storage, servers, networking, applications and many more. Cloud computing is considered as an eminent model that allows cloud users to access vast set of cloud services with minimum efforts and cost. Security issues in cloud computing refer to the risks associated with protecting data and systems in the cloud. There are various security threats to cloud security such as hypervisor vulnerability, VM escape, injection attack, cross-site scripting, DNS poisoning and phishing, DoS attack. Security attacks on cloud resources are avoided through encryption, access control, security monitoring, disaster recovery, multi-factor authentication technique. The multi-factor authentication is considered as an efficient and robust technique to ensure security of cloud resources. Still further research endeavors are required to enhance applicability of multi-factor authentication.

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28

Comparative Study of Security Architecture of 5G with 4G

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Abstract:

This paper presents the comparative study of security architecture of 5G and 4G. Since 5G is a new technology and represents a revolution in network technology, security issues still surround it. When it first emerged during the planning and development of technology, 5G security was the major emphasis. The key factors driving the development of 5G, according to developers worldwide, are the technology's essential characteristics for 5G security: communication, privacy, security, resilience, and identity management.

Base stations are not visible to terminals at the IP layer in the 4G architecture that we are working with. A terminal will send an IP packet to the gateway that connects to all base stations whenever it sends one. Only layer 2 packets between terminals and the gateway are relayed by base stations.

The security elements of this system are designed using fundamental design principles and a risk-based attitude on the part of the developers. Network slicing is the element that is crucial to the development of 5G technology.

With the support of network slicing, virtualization, and cloud-based resources, the 5G security network architecture offers noteworthy high-performance advantages and supports a variety of applications. These benefits will aid organisations in defending against surface assaults and rising security concerns.

In this paper, we have studied the 5G network,4G network and its architecture from a security point of view. Also, study 5G security, 4G security and how 5G is more secure.

1. Introduction:

The fifth generation, or 5G, of mobile networks. It is a new wireless protocol that follows the 1G, which uses 2G, 3G, and 4G technologies in terms of usage on a global scale. A whole new network that connects almost anything, including machines, objects, and devices, will be made possible with the help of 5G.

The idea of 5G wireless is to offer more users quicker peak data rates that can reach a network capacity of several gigabits per second (Gbps), very low latency, better stability, and a user experience that is more constant. New user experiences and connections between new sectors are made possible through performance and efficiency improvements.

There is no reason to believe that 5G is fundamentally more prone to vulnerability or danger than earlier generations of mobile technology, according to top security executives of a major international information and communications technology business and a former director of national cybersecurity, I can tell with certainty. If anything, 5G may be more secure than 4G for similar services and capabilities when it is completely implemented.

2. Objective of the study:

Objective of this paper is:

- To compare 5g security network with 4g network.
- To study implementation of 5g network security.

3. Scope of the study:

How 5g network security is compared to 4G network has been studied in various research papers with global implementation.

The scope of the study is restricted with comparison of 5G with 4G only.

4. Literature review:

Table 1 lists a few recently released surveys and assessments on the design and security of the 5G network, along with a brief summary of the main findings.

Table 1: Literature Review

Author, Year, Reference	Title	Conclusion
Ijaz Ahmad, 2017,	5G Security Analysis of Threats and Solutions	We have outlined key security issues that, if not adequately handled, might become more dangerous in 5G. We have also discussed the security measures and answers to such problems.
Usmonov Botir Shukurillaevich, 2023,	5G TECHNOLOGY EVOLUTION	We conclude the security precautions and solutions to such issues.
Asvin Gohil,2013	5G Technology of Mobile Communication: A Survey	We examine 5G mobile communication technology in this paper. From the physical layer up to the application, the 5G technology is created as an open platform.
S. SULLIVAN, 2016	5G Network Security Challenges and Solutions A Review by OSI Layer	We give a thorough review of the 5G environment's security concerns, as well as the current and recently suggested technology.
Deepender, 2021	A Study on 5G Technology and Its Applications in Telecommunications	Along with the challenges and unexplored research avenues related to improving the dependability of 5G applications for future use, effective context-specific congestion control techniques are also presented. Lessons learnt as a consequence, outstanding issues, and a thorough assessment of 5G are provided.
Shane Fonyi, 2020	Overview of 5G Security and	In order to give a 1,000-foot view of the topic, this essay assesses the current state of

	Vulnerabilities	5G networking and security and tries to combine all environment-related factors.
DONGFENG FANG ,2017	Security for 5G Mobile Wireless Networks	This paper provides a thorough analysis of current advancements in 5G wireless security in this article.

5. Research Design:

Qualitative study of security architecture is made for 4g and 5g on various technological aspects.

5.1 4G network architecture:

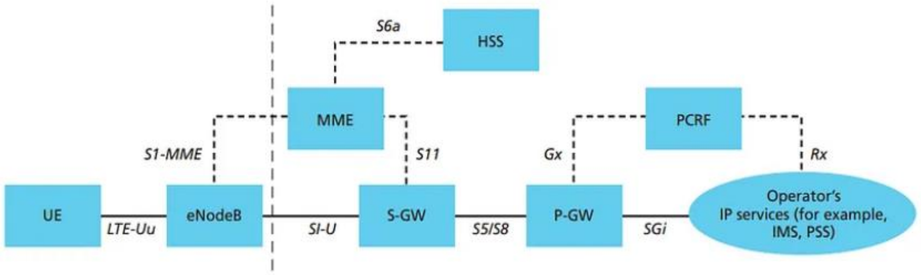

Fig 1: 4G Core Network Architecture [11]

The above diagram displays the whole network architecture, incorporating the network components and standardised interfaces. The access network E UTRAN and CN (EPC) this are the two main components of the network. In reality, the evolved NodeB (eNodeB), which talks to the UEs, is a single node in the access network. as opposed to the CN, which comprises a number of logical nodes. To enable multi-vendor interoperability, each of these network components is connected using standard interfaces. Because of this, network operators can purchase different network components from several suppliers. In practice, network operators may choose, based on business requirements, to split or combine these logical network components in their physical implementations.

Primary Functions Make Up The 4G Network. The Following Are These Names and Capabilities:

5.1.1 Mobility Management Entity (MME):

It is in charge of managing sessions and enabling mobility for User Equipment. Controlling the signalling between the UE and the CN is the responsibility of the control node. The procedure utilized from UE to CN is referred to as NAS. Bearer management and connection management are the two key duties of MME.

5.1.2 Serving Gateway(S-GW):

It manages the traffic flow between the 4G RAN and P-GW. S-GW sends out IP packets that come from the user. While switching eNodeBs, the data carriers use UE as the local mobility anchor.

5.1.3 PDN Gateway (P-GW):

Additionally, PDN oversees the data flow with regard to other networks and S-GW, including the internet and IMS. PGW Attribute may be described as an internet door. Assignment of IP to UE is one of P-GW's primary responsibilities.

5.1.4 Home Subscriber Server (HSS):

HSS is in charge of managing client profile information and creating transmission-ready authentication vectors for MME. Additionally, It includes information relating to the PDNs that a consumer could connect to. Additionally, it is in charge of managing dynamic data, including the MME that the user is currently associated or registered with.

5.1.5 Policy & charging rules function (PCRF):

It is in charge of giving PGW the QoS information. Chargeable information may also contain Guidelines for flow control and traffic priority.

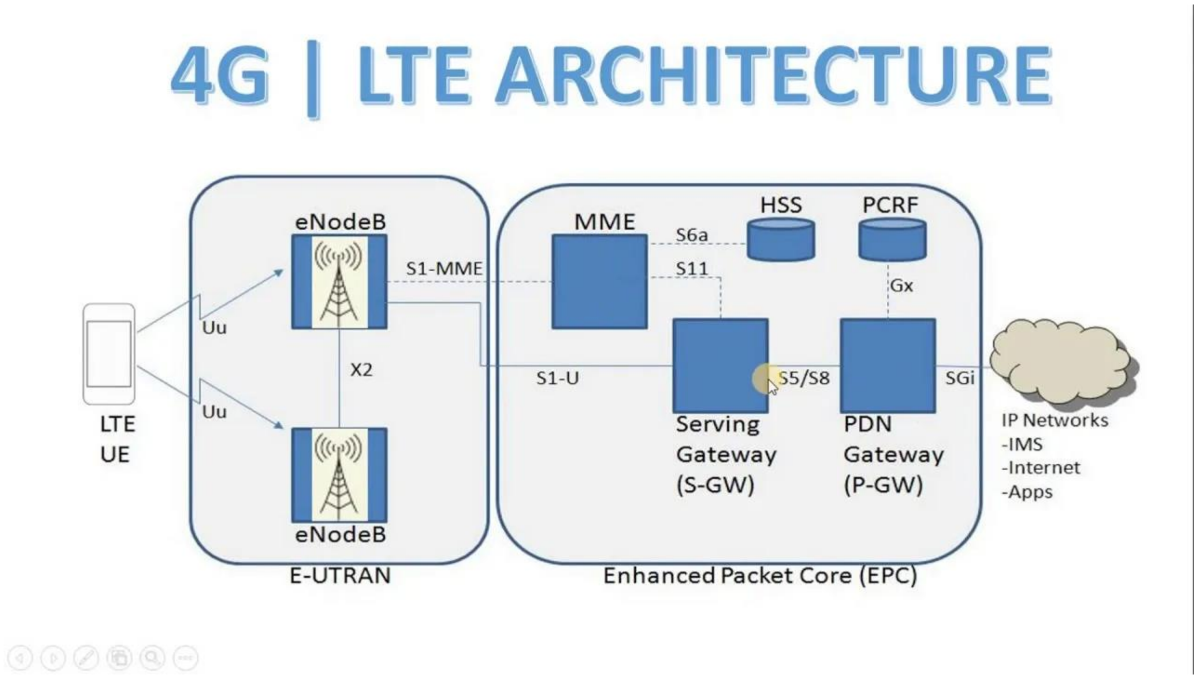

Fig 2: 4G network architecture [11]

5.2 5G Network Architecture:

5G core network architecture was created from the ground up by developers, with network functions divided based on the sort of service.5G core network design has the following features.

- For UEs (AMF) Access and mobility management function is the only point of access.
- UE asks AMF to provide a specific service. A session management function SMF is chosen by the application to manage the user session.
- The User plane function UPF is in charge of transporting IP data to and from the UE and external network.

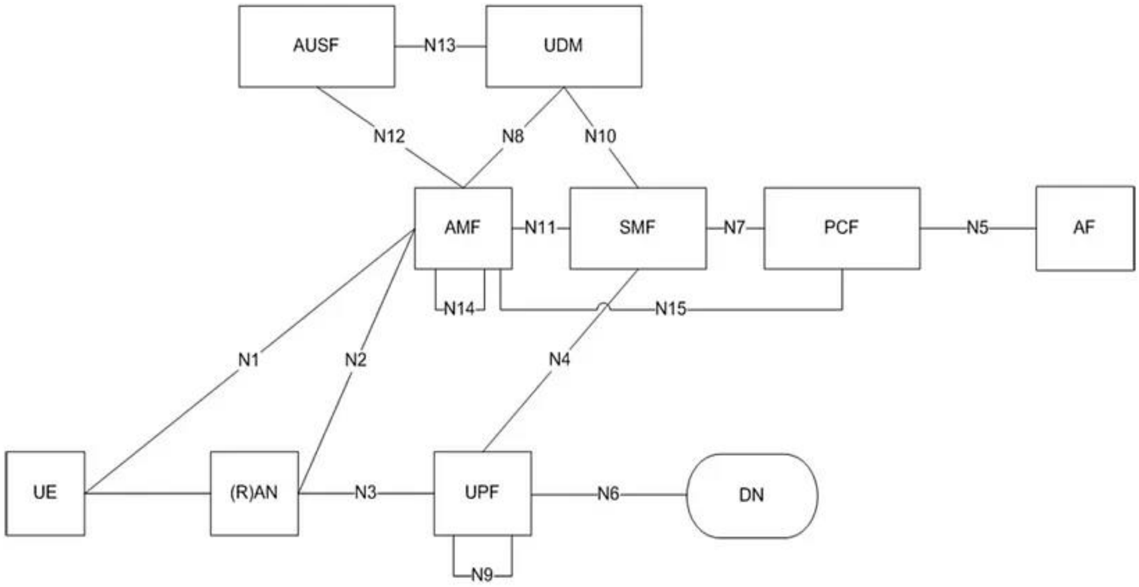

Fig 3: 5G Network Architecture [11]

While the 4G Core has grown into the 5G Core, certain capabilities have been added, other functions have been split up into several functions, but the overall architecture has remained the same. Control and user plane operations are an important difference between the 4G and 5G networks.

Due to the division of several activities, the 5G core network contains more functions than previously described. The 5G network's fundamental operations are described here.

5.2.1 Access and mobility management function support (AMF):

Terminating signals of NAS, Securing NAS encryption and integrity, managing connections and registrations, authenticating and authorising mobile users, and managing security contexts.

5.2.2 Session management function support (SMF):

Management of session, including creation of session, modification, and release, UE IP address assignment and maintenance; Dhcp operations; cessation of Nas signalling related to session management, notification of DL data, and setup of the UPF's traffic steering for efficient traffic flow.

5.2.3 User plane function support (UPF):

As an external access to the Data Network (DN) PDU session point, it performs routing of packets and advancing objectives, packet examination, QoS management, and acts as an anchor point for intra- and inter-RAT mobility.

5.2.4 Policy control function support (PCF):

Consolidated structure, subscription data access for CP functions for generating policy selections, and delivery of policy rules and regulations.

5.2.5 Authentication Server Function (AUSF):

Is a server that handles authentication.

5.2.6 Unified data management support (UDM):

creation of Credentials for Agreement of key and Authentication, administration of subscriptions, and user identification and handling.

5.2.7 Application Function (AF):

supports interaction with the policy management framework, access to NEF, and application impact on traffic routing.

5.2.8 Network exposure function support (NEF):

Information exchange between the internal and external worlds, the publication of skills and events, and the secure transmission of data from outside apps to the 3GPP network.

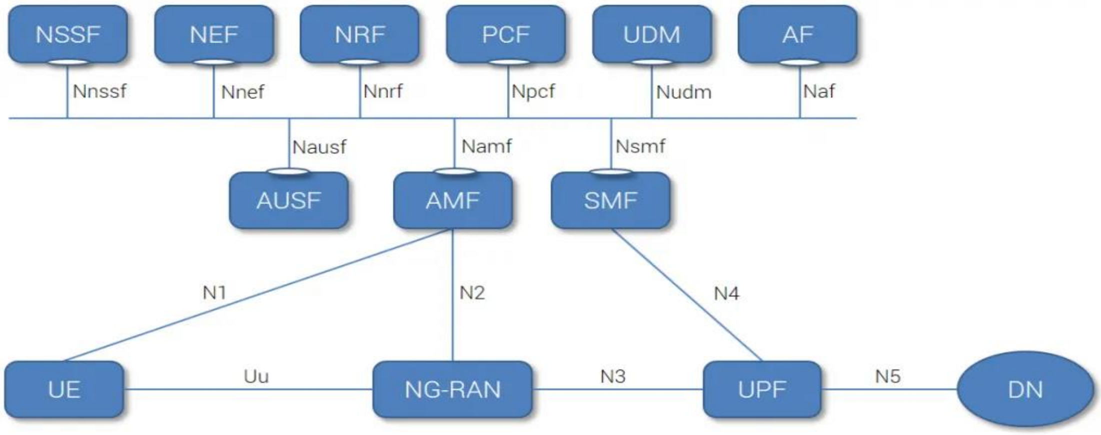

Fig 4: 5G Network [11]

5.3 Security Architecture:

5.3.1 Security Architecture of 4G Network:

Mobile networks have changed to a new all-IP-based transport network design since 4G technology first appeared. It enables IP-based end-to-end communication between core network components in the EPC and eNodeBs in the Radio Access Network (RAN). Although this architecture has made mobile network operation simpler, Additionally, the overall risk of attacks and vulnerabilities has increased. In order to keep legacy and non 3GPP networks interoperable, it is challenging to develop a comprehensive and effective security defence structure.

The following five domains are important in the 3GPP 4G security architecture:

1. Network access security: This guarantees that users of mobile devices can safely access network services and that the mobile network is safe from attacks over the (radio) access channel.
2. Network domain security: As a result, attacks on wired connections are prevented, and mobile backhaul nodes can safely exchange user and signalling data at mobile backhaul networks.
3. The security of the user domain protects access to mobile stations.
4. Secure data interchange between apps on the user and network sides is made possible by application domain security.
5. Visibility and configuration of security: allows the user to understand about the services provided and the active security features.

Modern LTE network operators use a wide range of security measures in each of these areas. Figure 5 shows how security measures are implemented in current LTE networks.

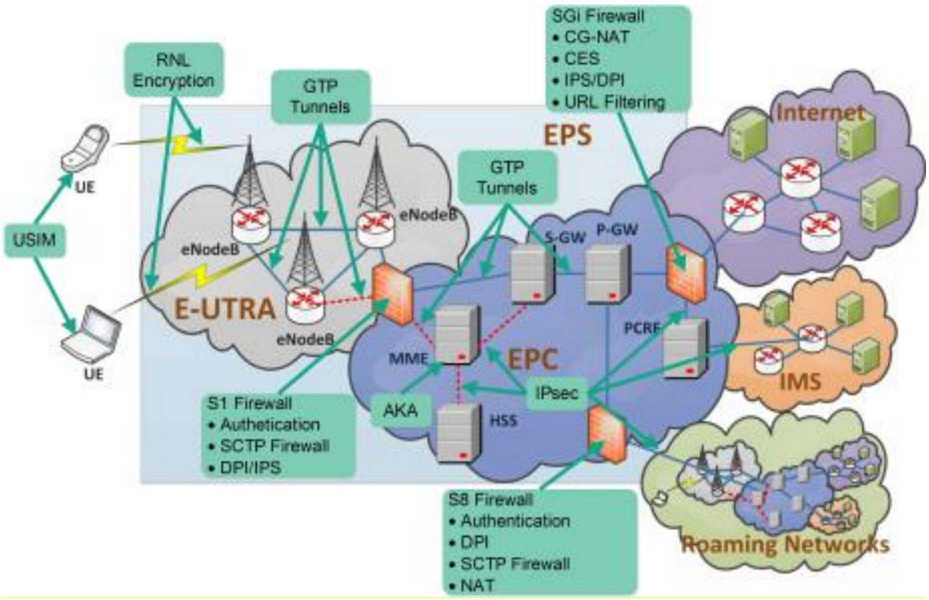

Fig 5: 4G Security Network Architecture [14]

5.3.2 Security Architecture of 5G Network:

Considering the technology is still relatively new and developing, the term "5G security" does not currently have an official definition. This is not to suggest that there is no 5G security. In reality, security was one of the main factors in the design and planning of 5G. We must approach the topic of 5G security as a delicate balance. On the one hand, 5G was created with security in mind. However, a flood of new devices and connections will make maintaining security much more challenging along with the increased bandwidth and speed.

The primary goal of 5G was to guarantee the dependability of connections. Five fundamental aspects of 5G security are listed in an Ericsson white paper: resilience, safe interaction, management of identities, privacy, and assurance of security. The document claims that a collection of security characteristics that were developed using system design principles and a risk-based attitude are what make 5G trustworthy.

It is outside the purview of this paper to delve into the technical specifics of the 5G security architecture. The idea of network slicing, however, is the one that sticks out and deserves special attention in this context.

Different networks and services can share the same infrastructure thanks to network slicing while remaining separate from one another. In order to accommodate many use cases, including those for corporate, consumer, IoT, and public safety, network slicing separates off (or slices, as it were) particular types of network traffic.

The security architecture of 5G enables substantial performance advantages and variety. Due to the security architecture of 5G's use of network slicing, virtualization, cloud-based resources, and other cutting-edge technology, it offers considerable speed advantages and a variety of applications.

The 3GPP standardisation segment concentrated on the functional components and interfaces that are under the 3GPP's purview for security measures. additional security factors to take into account with 5G rollout scenarios.

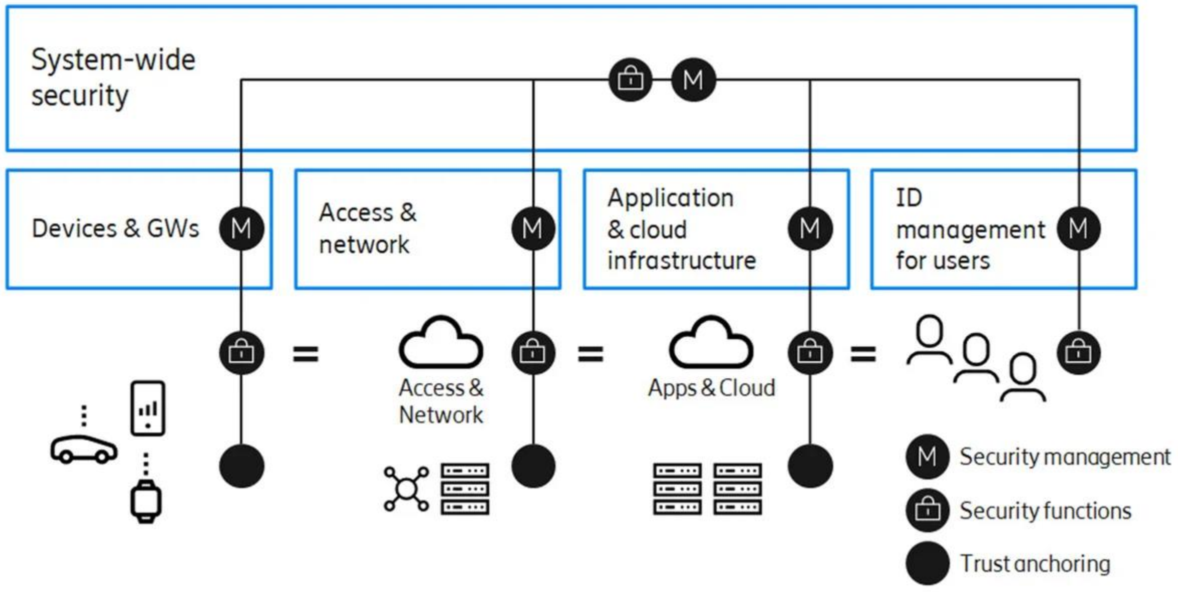

Fig 6: 5G security architecture [15]

System-wide security - It is also called horizontal security.

- Network level
- Slicing
- Application-level security
- Confidentiality and integrity protection

- Interconnect (SBA)

Vertical security installations for 5G function elements

- NFVi (virtualized or cloud native)
- Appliance based functions
- Distributed clouds and edge computing

6. Data analysis of study:

6.1 5G use cases:

Traditional ties between customers, corporate users, and mobile network providers will be strengthened by 5G. New connections will be made through the management and operation of industry firms' machinery as well as digitised and automated business processes of businesses.

6.1.1 New types of payloads are being transmitted across mobile networks in examples of 5G usage cases of cellular IoT, fixed wireless access, and better mobile internet.

6.1.2 Tens of billions of power-constrained devices that usually send small amounts of data at irregular periods and are unaffected by delays will be supported by the massive machine-type communication. In situations when data volumes could be considerable and crucial to business operations, The advantages of ultra-reliable and low latency connectivity will be advantageous to apps that rely on 5G's essential machine-type communication.

6.1.3 Even though the Internet of Things (IoT) is a reality that has already materialised and The IoT will have access to network features like ultra-low latency that were previously unthinkable thanks to the machine type communication applications on 5G networks. These applications can also benefit from using 4G network and non 3GPP access methods.

6.2 5G security factors:

6.2.1 Increased complexity:

Because of the larger number of nodes, devices linked to the networks, 5G networks are more complicated than 4G networks. This broadens the possible attack area and makes network security more challenging.

6.2.2 Authentication:

With 5G, user and device data security and integrity are improved. With 5G, unlike previous generations of mobile systems, the first non-access stratum (NAS) communications transmitted between a device and the network are kept hidden.

6.2.3 More stringent security requirements:

End-to-end encryption and safe key management are two areas where 5G networks must meet higher security standards than 4G networks.

6.2.4 Network slicing:

Using network slicing, numerous virtual networks can coexist on the same real infrastructure in 5G networks. This raises the requirement for safe traffic separation and seclusion.

6.2.5 Edge computing:

periphery computing is a key component of 5G networks and entails sending processing power to the network's periphery. Due to this, there is a greater requirement for safe data handling and storage at the network's periphery.

6.2.6 Multi-access edge computing (MEC):

Multi-access periphery Computing (MEC) is a feature of 5G networks that enables low delay and high bandwidth applications at the network periphery. The need for protection at the edge was therefore heightened.

7. Advancements in 5G security:

The Authentication method has undergone the most modifications. In this instance, two creative nodes have been employed on the route connecting the both the network security database and a mobile device.

The **Security anchor function** and the **Authentication server function** are two nodes created to increase the distance between a subscriber's home network and the network currently supplying them with services. As a result, it is more challenging to fake authentication signals sent to the main network.

Additionally, modifications have been made to how private user data is sent back to the home network.

Previously, a mobile device would have transmitted its IMSI across the server network in an unencrypted form. The subscriber's movements and the IMSI via the air link may be tracked as a result.

Through the use of a public-private key combination that is the only thing that could be decoded through the home network, the user identifier is now encrypted in 5G before being relayed. As a result, the subscriber's name is successfully hidden and they are more difficult to find.

The character of interactions in the network is a concluding place where 4G security and 5G security diverge. There have been instances when older core networks used a jumble of signalling protocols. In circumstances like this, various systems are utilised for various reasons, and everyone has unique security protocols.

Comparison, the 5G network Service Based Architecture, which is used for all contact between core network nodes, uses a single collection of protocols. As a result, they all use the same protection procedures.

8. Comparison between 4G and 5G network security:

Table 2: Comparison between 4G and 5G Network Security

4G network	5G network
1. When a 4G phone establishes a connection with a base station, it verifies the user's identification without encrypting the data. 4G uses 128-bit	1. Since the user's identity and position are encrypted with 5G, it is difficult to recognise or find them as soon as they connect to the network. Better roaming

encryption.	encryption is provided by 5G. 5G uses 256-bit encryption.
2. In 4G, no integrity protection is applied for the content data.	2. With 5G, a user's identity and location are encrypted, making it challenging to identify or locate them as soon as they join the network.
3. 4G network, telecom companies identify customers using a SIM card inserted in smartphones and other gadgets.	3. By 5G, giving each device a distinct identity, doing away with the requirement for a SIM card, and handing over authentication from the operator to individual service providers.
4. In the 4G Authentication process 4G defines one authentication method 4G EPS-AKA.	4. The 5G Authentication process includes Three authentication techniques specified by 5G: 5G-AKA, EAP-AKA, and EAP-TLS.
5. Authentication Key Agreement (AKA): ● In the network's UICC and AUSF (Authentication Server Function), a shared key has been provided. ● This offers the network and the UE mutual authentication.	5. EAP, or authentication independent of access. Both 3GPP-AKA and EAP-AKA' supported alternate access standards. Ensures the privacy of the first non-access stratum (NAS) communications sent between the network device.
6. Security Anchor Function (SEAF) or anchor key is not available in 4G network	6. When a UE switches between various access networks or even serving networks, SEAF enables re-authentication without requiring a full authentication to be performed.[16]

7. Network Exposure Function (NEF) is not available in 4G networks.	7. Third-party Application Functions (AF) are securely given access to Network Functions' capabilities and events via NEF. Enables authenticated and authorized Applications to transmit data safely via the 3GPP network. Mutual authentication may be done using certificates. Following authentication, NEF decides if the Application Function has the necessary permissions to send requests to 3GPP Network Entities.[16]

All these factors make 5G networks more secure than 4G networks, but also requires more advanced security measures to protect against potential threats. Therefore, the 5G network security is more secure.

Conclusion:

In this paper, we discussed the relevance of the 4G and 5G network architectures as well as the security of the latter. an important security factor in the 5G network we also did study of these factors. Also, we have conducted qualitative analysis of security architecture comparison study between the 4G and 5G network.

The results show that the 5G network is more secure. This paper serves as a preliminary study of 5G network security and comparative study of security architecture of 5G with 4G.

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29

Analysis and Survey on Cybersecurity: Threats and Solutions

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Abstract

This research paper will explore the various types of cyber attacks that are currently impacting individuals and organizations, and the solutions that are available to mitigate these threats. The paper will begin by providing an overview of the current state of cybersecurity, including the types of attacks that are most commonly seen and the industries that are most at risk.

The paper will then delve into specific types of attacks, such as ransomware and phishing, and examine the methods that are used to carry out these attacks, as well as the potential consequences for victims. The paper will also provide data about cybersecurity awareness amongst the people.

Index Terms*- CyberSecurity, Cyber-Threats, Malware, Countermeasures, Awareness, Hacking, Phishing, DDOS,*

I. INTRODUCTION

In today's digital age, the need for robust cybersecurity measures has never been greater. With the increasing number of internet-connected devices and the growing dependence on technology in all aspects of life, cyber attacks have become a major concern for individuals and organizations. These attacks can take many forms, from hacking and phishing to malware and ransomware, and can have serious consequences for victims, including the loss of sensitive data and financial loss.

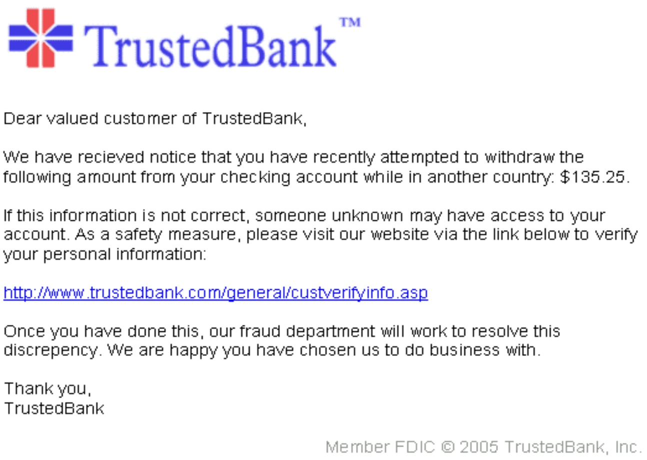
As the threat landscape continues to evolve, it is important to stay informed about the latest cybersecurity threats and the solutions that are available to mitigate them. This research paper aims to provide the various types of attacks that are being seen, and the solutions that are available to protect against these threats.

II. OBJECTIVE

1. To perform an in-depth analysis of the existing research on Cybersecurity Threats and the available solutions.
2. To check the awareness about cybersecurity amongst people.

III. TYPES OF CYBERSECURITY THREATS

- **Phishing:** Phishing is a type of cyber attack that involves the use of fraudulent emails, text messages, or websites to obtain sensitive information such as usernames, passwords, and credit card details. The attackers typically pose as legitimate entities, such as banks or e-commerce sites, to trick the victims into providing their personal information. The most effective solution to prevent phishing attacks is to educate users about how to identify fraudulent emails, texts, or websites. An example of fishing is given below.



TrustedBank™

Dear valued customer of TrustedBank,

We have recieved notice that you have recently attempted to withdraw the following amount from your checking account while in another country: $135.25.

If this information is not correct, someone unknown may have access to your account. As a safety measure, please visit our website via the link below to verify your personal information:

http://www.trustedbank.com/general/custverifyinfo.asp

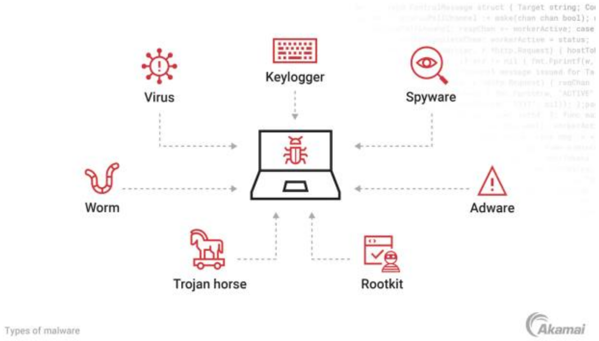
Once you have done this, our fraud department will work to resolve this discrepency. We are happy you have chosen us to do business with.

Thank you,
TrustedBank

Member FDIC © 2005 TrustedBank, Inc.

Example of a Phishing disguised as a bank. (*File: PhishingTrustedBank.png*, n.d.)

- **Malware:** Malware is a type of software designed to harm computer systems, steal data, or gain unauthorized access to networks. Malware can take many forms, such as viruses, worms, Trojans, and spyware. The most effective solution to prevent malware attacks is to use antivirus software and keep it updated regularly.



Types of Malwares. (*What Is Malware?* n.d.)

- **DDoS Attacks:** DDoS (Distributed Denial of Service) attacks are designed to overwhelm a website or network with a large number of requests, rendering it inaccessible to legitimate users. DDoS attacks are often carried out using a network of compromised devices, such as botnets. The most effective solution to prevent DDoS attacks is to use firewalls, intrusion detection systems, and load balancers.
- **Man-in-the-middle (MitM) attacks:** In a MitM attack, a cybercriminal intercepts and alters communication between two parties to steal sensitive information, such as login credentials or financial data.
- **SQL injection:** A SQL injection attack involves injecting malicious code into a website or application's database, allowing the attacker to access and manipulate sensitive data.
- **Cross-site scripting (XSS):** XSS attacks allow cybercriminals to inject malicious code into a website or application that can then be executed by unsuspecting users, leading to data theft or other malicious activity.
- **Password attacks:** Password attacks involve using various techniques, such as brute force or dictionary attacks, to gain unauthorized access to a user's account or system by guessing or cracking passwords.

IV. CYBERSECURITY SOLUTIONS

- **Firewalls:** Firewalls are a critical component of cybersecurity. They are designed to prevent unauthorized access to a network by monitoring incoming and outgoing traffic.
- **Intrusion Detection Systems:** Intrusion detection systems (IDS) are designed to detect and prevent unauthorized access to a network. IDS can monitor network traffic in real-time and alert network administrators if suspicious activity is detected.
- **Antivirus Software:** Antivirus software is designed to detect and remove malware from computer systems. Antivirus software can be installed on individual devices or on a network to provide comprehensive protection against malware.

- **Encryption:** The process of transforming data into an unreadable format that can only be understood with a decryption key is known as encryption. Encryption is a critical component of cybersecurity, as it can prevent unauthorized access to sensitive data.
- **Virtual Private Network (VPN):** A VPN provides secure and private communication between two or more devices over a public network, such as the Internet.
- **API Security:** Application programming interfaces (APIs) enable communication between different applications. Since this process let's, you transfer information between services and applications, it is highly vulnerable to interceptions. API security solutions help protect APIs and prevent exploitations of transmissions or vulnerabilities. (*Cyber Security Solutions* | *Protect Enterprise Networks* | *Imperva*, n.d.)
- **Zero Trust Cybersecurity:** Zero trust is a security model that enforces strict access controls. A laptop connected to the network, a mobile device connected to the corporate cloud, a SaaS environment shared with external parties—all of these should be treated with zero trust. At the most basic level, this means applying strict authentication across granular user types. Organizations also leverage endpoint security to enforce zero trust. (*Cyber Security Solutions* | *Protect Enterprise Networks* | *Imperva*, n.d.)
- **Access Control:** Access control systems limit access to certain areas or information to authorized users only, preventing unauthorized access or tampering.
- **Security Information and Event Management (SIEM):** SIEM is a software system that collects and analyzes security data from multiple sources, including network devices, servers, and applications, to identify potential security threats.

V. QUESTIONNAIRE

- We conducted a small survey about the awareness of cybersecurity among 50 people.
- The survey tool used for this was a Questionnaire.
- The response was either a yes/no or a scale of 1 to 5 depending on the question.

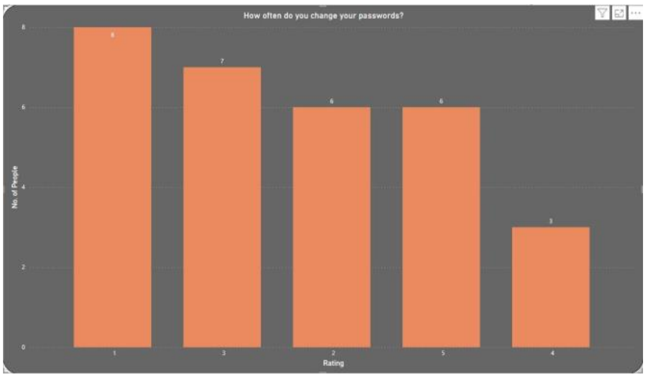
- The survey consisted of the following questions:

1. How often do you change your passwords?
2. How often do you update your software and security patches?
3. Do You Use Two-factor authentication?
4. How often do you back up your data?
5. Have you ever shared your passwords with anyone else?
6. Have you ever accessed sensitive information on a public Wi-Fi network?
7. How often do you review your privacy settings on social media?
8. How genuine do you think this mail is?
9. How much do you trust this screenshot of "Java Installation" is genuine?

- These are the graphs that were created based on the data collected via this survey.
- Form Link: https://forms.gle/K8X8CSR39zgfFkRd7

VI. OBSERVATIONS

- How often do you change your passwords?

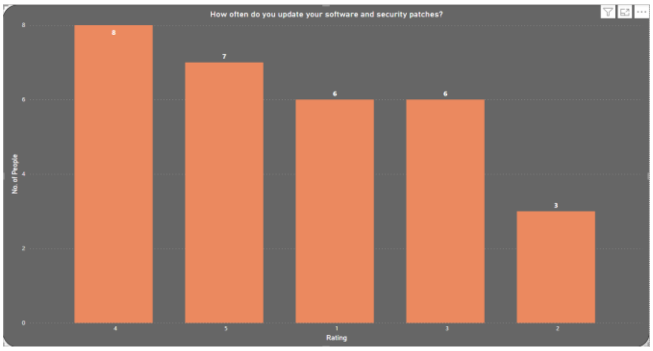


The above bar graph shows how often people change their passwords on a scale of 1 to 5, 1 being never and 5 being regularly.

From all the gathered 30 records, about 41.5% of the people come under the "actively or regularly changing password" category while the other 59.5% are from "sometimes to never updation of password" category.

As we can see, the majority of people don't update/change their passwords which can make their accounts vulnerable to password hacking.

- How often do you update your software and security patches??



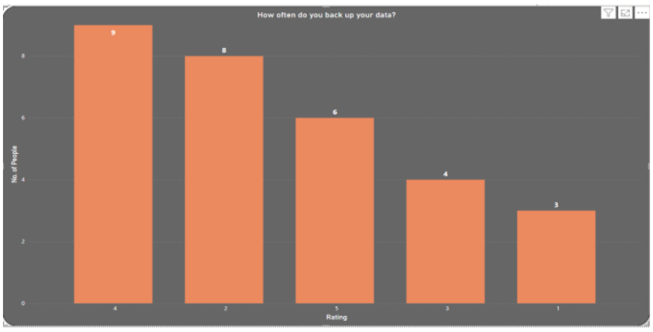
The above bar graph shows how often people update their software and security patches on a scale of 1 to 5, 1 being never and 5 being regularly.

From all the gathered 30 records, about 60% of the people come under the "actively or regularly changing password" category while the other 40% are from "sometimes to never updation of password" category.

As we can see, the majority of people update their security patches which makes their system more secure and ready for new emerging threats. Not downloading the latest software patches can leave the software vulnerable to new threats and the user can also miss on new features.

Eg. New viruses get introduced everyday and antivirus softwares rolls out updates to handle these viruses. If the user does not download the latest patch of the antivirus software, there are high chances that the system can be infected by the new virus because of the incapability of the antivirus software to handle the new threat.

- How often do you back up your data?

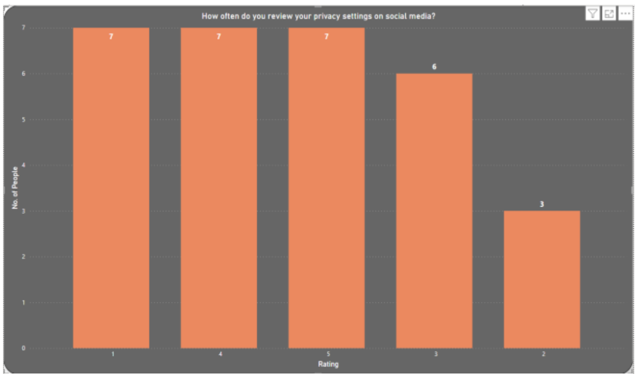


The above bar graph shows how often people backup their data on a scale of 1 to 5, 1 being never and 5 being regularly.

From all the gathered 30 records, about 63.33% of the people come under the "actively or regularly changing password" category while the other 36.67% are from "sometimes to never updation of password" category.

As we can see, the majority of people backup their data on a regular basis. Creating data backup from time to time is very important when it comes to data security. If by any chance, the data of the user is lost due to any attack or human error, he/she can recover the data from the last updated data recovery file.

- How often do you review your privacy settings on social media?

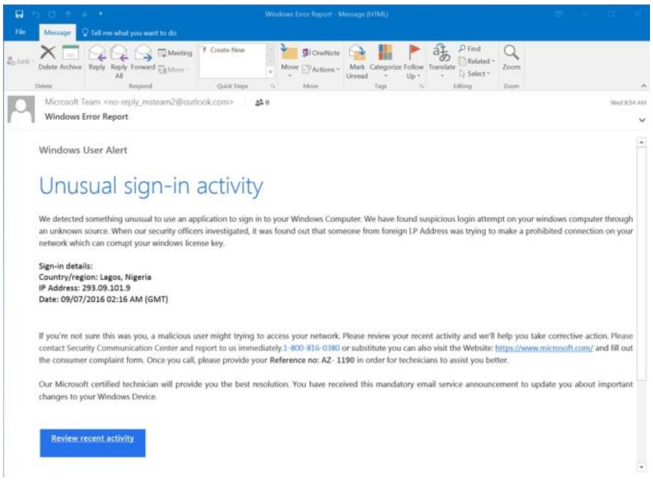


The above bar graph shows how often people review their privacy settings on social media on a scale of 1 to 5, 1 being never and 5 being regularly.

From all the gathered 30 records, about 56.66% of the people come under the "actively or regularly changing password" category while the other 43.34% are from "sometimes to never updation of password" category.

As we can see, the majority of people review the privacy setting on social media on a regular basis. Reviewing privacy settings on social media helps the user decide who gets the consent to use the user's data and personal information. Ignoring these settings can lead to people misusing the user's data from social media which creates a case of breach of personal privacy.

- How genuine do you think this mail is?



Microsoft Team <no-reply_msteam2@outlook.com>

Windows Error Report

Windows User Alert

Unusual sign-in activity

We detected something unusual to use an application to sign in to your Windows Computer. We have found suspicious login attempt on your windows computer through an unknown source. When our security officers investigated, it was found out that someone from foreign I.P Address was trying to make a prohibited connection on your network which can corrupt your windows license key.

Sign-in details:
Country/region: Lagos, Nigeria
IP Address: 293.09.101.9
Date: 09/07/2016 02:16 AM (GMT)

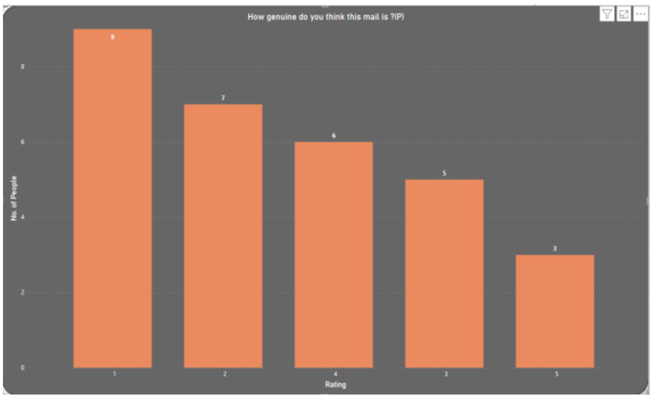
If you're not sure this was you, a malicious user might trying to access your network. Please review your recent activity and we'll help you take corrective action. Please contact Security Communication Center and report to us immediately.1-800-816-0380 or substitute you can also visit the Website: https://www.microsoft.com/ and fill out the consumer complaint form. Once you call, please provide your **Reference no: AZ- 1190** in order for technicians to assist you better.

Our Microsoft certified technician will provide you the best resolution. You have received this mandatory email service announcement to update you about important changes to your Windows Device.

Review recent activity

In this question, we showed the above image and asked the people how genuine this image looks.

This image is a fake microsoft notice of "Unusual Sign-in" which looks identical to the official one which microsoft sends when it notices unusual sign-in. This fake email points to a phony-number "1-800" and suggests the user to contact this number. This is commonly known as credentials phishing which can lead the user to expose his/her credential to the fake support employee.

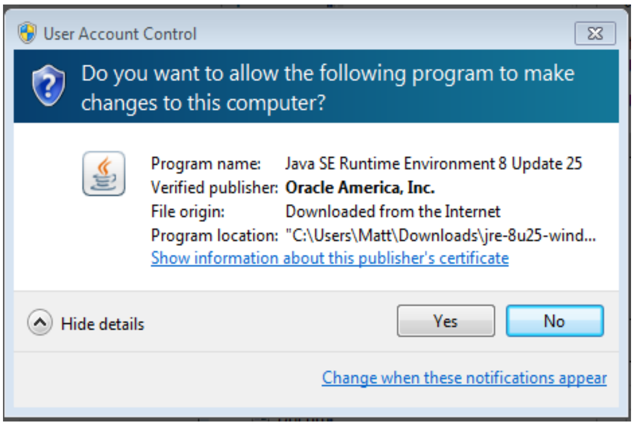


The above bar graph shows how genuine people think this mail is, on a scale of 1 to 5, 1 being Total Scam and 5 being Legit.

From all the gathered 30 records, about 61.66% of the people think that the mail shown in the image is a Scam while the other 38.33% people think that the mail is legit.

Unusual Sign-in mails are very important and people should always keep a lookout for such mails but identifying if the mail is legit or not is also very important. If not careful, people can fall for such scams while being in the illusion of taking security steps. (*Phishing Examples*, n.d.)

- How much do you trust this screenshot of "Java Installation" is genuine?

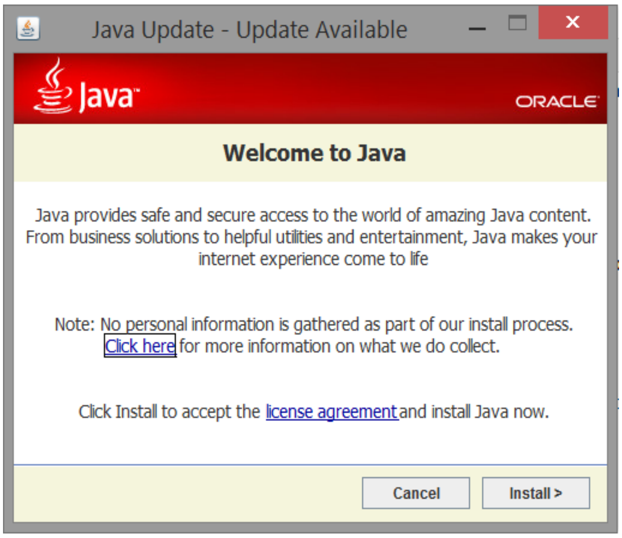


User Account Control

Do you want to allow the following program to make changes to this computer?

Program name: Java SE Runtime Environment 8 Update 25
Verified publisher: **Oracle America, Inc.**
File origin: Downloaded from the Internet
Program location: "C:\Users\Matt\Downloads\jre-8u25-wind...
Show information about this publisher's certificate

We first show the image above to the people and ask the question based on the image below.



Java Update - Update Available

Welcome to Java

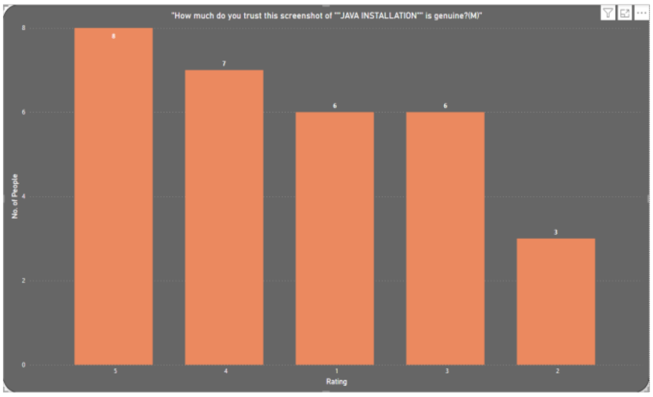
Java provides safe and secure access to the world of amazing Java content. From business solutions to helpful utilities and entertainment, Java makes your internet experience come to life

Note: No personal information is gathered as part of our install process. Click here for more information on what we do collect.

Click Install to accept the license agreement and install Java now.

In this question, we showed the above two images and asked the people how genuine this java installer image looks after seeing the first one.

The above image is an example of an attack called "Placeholder Trojan". In this example, the user downloads the version of java here and the installation window is also identical to the original installer. However, when it asks for permission to User Account Control, it is actually asking access for trojan to be injected in the user's system.

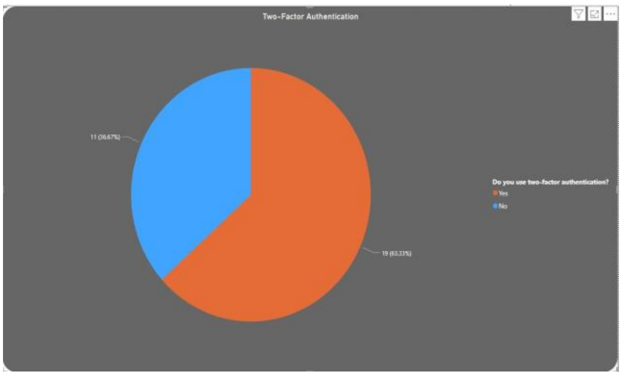


The above bar graph shows how much people trust that this is the legit java installer, on a scale of 1 to 5, 1 being Fake and 5 being Legit.

From all the gathered 30 records, about 60% of the people think that the installer is genuine while the other 40% people think that the installer can be fake.

When the user clicks on the "Yes" button, no matter what the user does after that, the trojan will be installed. It runs in the background stalking and stealing all the running program information. (*Trojan Placeholder*, 2014)

- Do You Use Two-factor authentication?

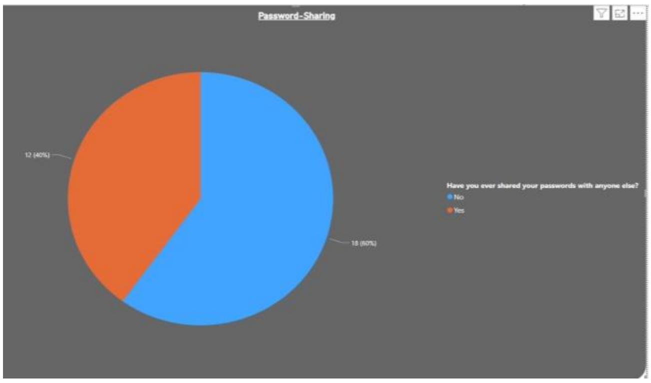


The pie chart depicts the distribution of how many people use 2- Factor Authentication.

According to the data collected we can see more than 63% of people are not using 2-Factor Authentication.

It is important and suggested to use *2 - Factor Authentication as it immediately neutralizes the risks associated with compromised passwords, and also adds an additional layer of security to your online accounts.* (*Why Use 2FA?: TechWeb*, n.d.)

- Have you ever shared your passwords with anyone else?

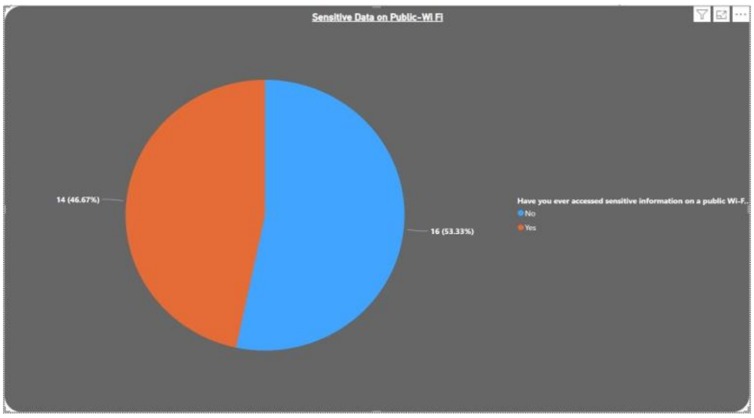


The pie chart depicts the distribution of how many people have shared their passwords with others.

According to the data collected we can see 60% of people have shared their passwords with other's.

The sharing of passwords can be done via verbal communication or a text message, either way it's not suggested to share your passwords. By sharing passwords your security could be compromised.

- Have you ever accessed sensitive information on a public Wi-Fi network?



The pie chart depicts the distribution of people who have accessed sensitive information on a public Wi-Fi network.

Here, by sensitive information we mean use of financial services, social media logins etc.

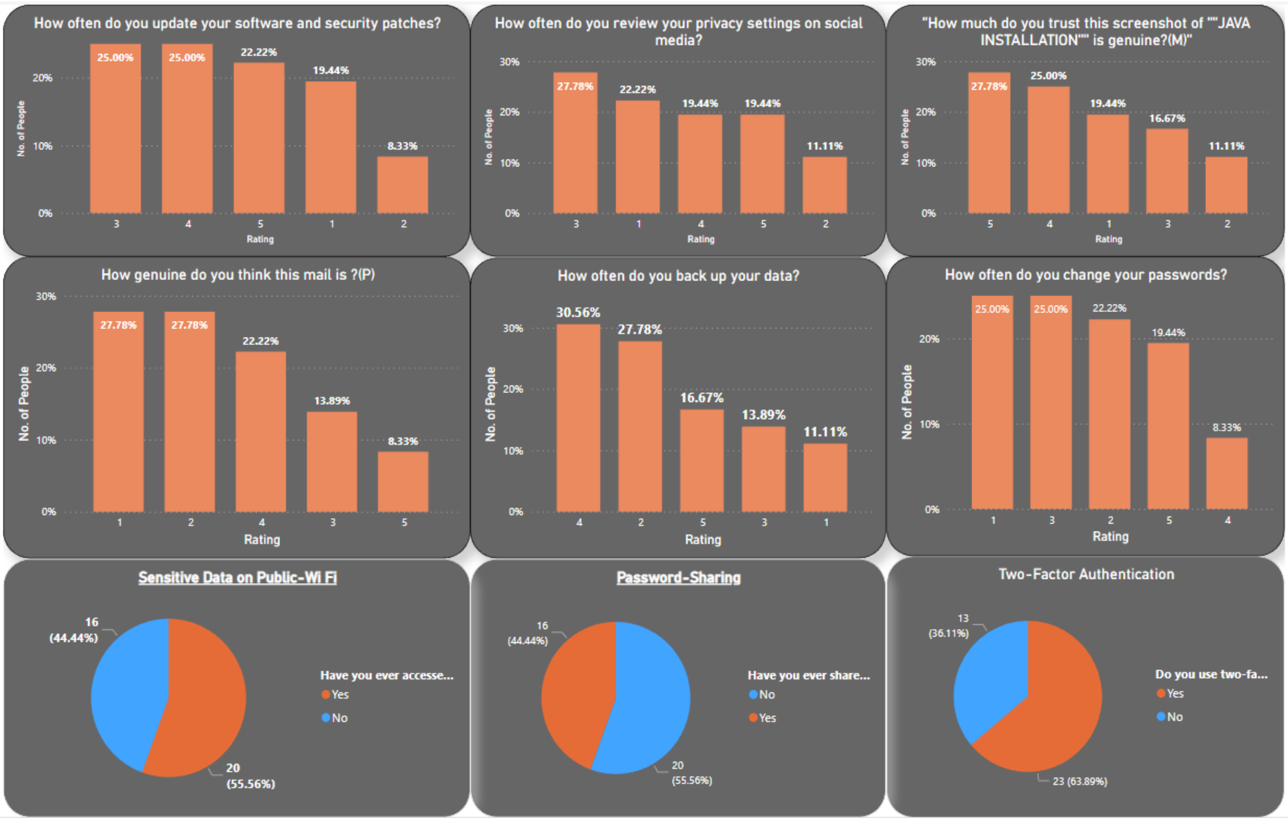
According to the data collected we can see more than 53% of people have accessed sensitive information on a public Wi-Fi network.

There are many security risks associated with public Wi-Fi like lack of encryption, Malware Attacks.

Fake Wi-Fi Network is one of the major issues, also termed as "Honeypots"

Honeypots basically allows a user to view all the websites he/she would visit normally, while doing so the hacker would steal all the usernames, password (Login Credentials) of the user. (Gray, 2022)

- Below are the graphs of all the observations collected via the questionnaire.



VII. CONCLUSION

We have provided all the prominent threats and solutions related to cybersecurity. In today's world, cyber-threats are definitely a major concern and the need for cyber-security is rising day by day. Everyday a new threat emerges and a new solution is needed to handle the threat. So, the first step people need to take is to stay aware.

From the gathered data through the survey, we can see that about 50-60% of people still are not aware about cyberattacks. To increase this percentage of awareness, we need to educate people about the different threats and solutions about cybersecurity.

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30

Secure Access Control in Cloud Computing Environments: Smart Contract Blockchain

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Abstract

Over the years, Cloud Computing has become rapidly embraced due to its flexibility and cost-effectiveness. However, it also presents a number of security challenges, especially with regards to access control. Conventional access control methods, like Role-based Access Control, have limitations in terms of centralized control, lack of transparency, and susceptibility to cyber-attacks. As a result, there is a need for more efficient, transparent, and secure Access Control mechanisms in Cloud Computing environments.

In this Research paper, we put forward a non-centralized and tamper-proof Access Control mechanism that uses smart contract blockchain technology to address these limitations. Our model leverages the Ethereum platform's smart contract feature to stockpile access control programs and enable secure verification of user’s access requests. The smart contract blockchain is immutable, transparent, and decentralized, which makes it resistant to tampering and provides a high degree of transparency in the access control process.

Our proposed model has several advantages over traditional access control mechanisms. Firstly, it provides an effective and automated approach to manage access control policies. With our model, access control policies can be easily updated and enforced through smart contracts, which eliminates the need for manual updates and reduces the risk of errors. Secondly, it provides a high degree of transparency in the access control process, which allows users to verify the legitimacy of their access requests and ensures that access control policies are being enforced fairly. Finally, it offers a heightened level of security, as the Smart Contract Blockchain is resistant to tampering and it offers a platform for Access Control that is both secure and non-centralized.

To assess the efficacy of our model for Access Control management, we performed a series of experiments in a simulated Cloud Computing environment. The findings revealed that our model offers a superior and secure approach for managing access control programs compared to conventional methods.

To conclude, our study suggests a secure and non-centralized access control solution by utilizing blockchain technology through smart contracts, to address the limitations of conventional Access Control methods in Cloud Computing environments. Our model provides a more efficient, transparent, and secure way to manage Access Control program to maintain the authenticity and confidentiality of Cloud services.

Index Terms- Access Control, Blockchain, Cloud Computing, Ethereum, Smart Contract

I. INTRODUCTION

Cloud computing has become a widely adopted paradigm for storing, processing, and accessing data and online services. However, the centralized nature of Cloud Computing environments poses significant security and privacy challenges, especially with regards to

Access Control. Access Control means are used to regulate who can access what data and resources in the cloud, and to prevent unauthorized access and misuse. However, traditional Access Control systems such as Role-Based Access Control (RBAC) and Access Control Lists (ACL) have several limitations in terms of centralized control, lack of transparency, and susceptibility to cyber-attacks.

To address these limitations, a decentralized and tamper-proof Access Control techniques using this technology is put forth in this paper. The proposed model leverages the Ethereum platform's smart contract feature to stock Access Control programs and enable secure verification of user’s access requests. The Smart Contract is used to execute the Access Control Logic and provide a secure and transparent audit trail of all Access Control decisions. The proposed model provides a decentralized and tamper-proof access control mechanism that is more secure and transparent than traditional access control methods.

In this research paper, we present the implementation, design, and evaluation of our suggested model. We explain the details of Smart Contract-based Access Control Procedure and its integration with cloud computing environments. We also evaluate the proposed model by comparing it with traditional access control methods in terms of security, transparency, and performance. The results of our experiments show that the proposed model for access control surpasses traditional mechanisms in terms of security, transparency, and efficiency.

In conclusion, our proposed model provides a decentralized and tamper-proof access control mechanism using smart contract blockchain technology that addresses the limitations of traditional access control mechanisms. The suggested framework has the potential to bolster the protection and confidentiality of cloud computing environments, serving as a fundamental building block for future investigations in this domain.

II. LITERATURE REVIEW

Smart contracts are self-executing programs that automatically enforce the rules and conditions of an agreement. The use of smart contracts in the digital domain is becoming increasingly popular due to their ability to automate. Smart contracts operate in a decentralized environment, eliminating the need for intermediaries or centralized authorities to validate transactions.[20]

Access control (AC) is a crucial mechanism that provides security, privacy, and protection to IoT devices by determining access to specific resources or services. It involves the identification and authentication of users and the enforcement of access policies based on their authorization levels.[7]

Ethereum is a blockchain-based platform that enables the development of decentralized applications through the use of smart contracts. It was functionality proposed by Vitalik Buterin in 2013 and launched in 2015. Smart contracts on Ethereum are event-driven, Turing complete scripts that allow for complex transactions to be processed and verified. Ethereum supports two different types of accounts: Externally Owned Accounts (EOAs) and Contract Accounts, each with their own unique 20-byte address for identification purposes. The EVM is a fundamental component of the Ethereum platform, serving as a virtual machine that executes smart contracts and is run by each mining node in the network for validation purposes. In Ethereum, gas is used to measure the cost of operations within the EVM, with the sender of a transaction paying for the amount of gas used. The total transaction cost is then calculated by multiplying the gas used by the current gas price in Ether.[8]

III. RELATED WORK

Numerous studies have explored the use of blockchain technology in developing access control models. For instance, Abouelmehdi et al. (2018) suggested a blockchain-based access control model that uses smart contracts to enforce access control policies in IoT environments. Similarly, Chen et al. (2019) suggested a blockchain-based access control framework that uses smart contracts to enable secure sharing of medical data. However, these studies mainly focus on specific use cases, and there is a need for a more general and efficient access control mechanism that can be applied to different cloud computing environments.

IV. PROPOSED MODEL

Our proposed model consists of two main components: an access control smart contract and a cloud service provider. The smart contract is developed using the Solidity programming language, which is designed for creating smart contracts on the Ethereum blockchain. It stores access control policies as mappings of a user's address and requested service to a Boolean value that indicates whether the user has permission to access the service. The cloud service provider interacts with the smart contract to authenticate and authorize access requests. The following code snippet presents an example implementation of the access control smart contract:

```
pragma solidity ^0.8.0;

contract AccessControl

{

    mapping(address => mapping(string => bool)) permissions;

    function grantPermission(address user, string memory service) public

    {

            permissions[user][service] = true;

     }

    function revokePermission(address user, string memory service) public

    {

            permissions[user][service] = false;

     }

     function checkPermission(address user, string memory service) public view returns(bool)

    {

            return permissions[user][service];

     }

}
```

The grantPermission function enables the cloud service provider to grant access to a specific service, while revokePermission function allows for the revocation of access. Using the checkPermission function, the cloud service provider can verify whether access to a specific service is permitted. The smart contract for access control is responsible for interacting with the cloud service provider to verify access requests. The cloud service provider sends the address of the requester and the requested service to the checkPermission function of the smart contract. The function returns a Boolean value that indicates whether access to the service is allowed or not. Based on the response, the cloud service provider can grant or deny access to the requested service. To ensure the security and privacy of access control policies, they are stored on the Ethereum platform, which is a decentralized and tamper-proof blockchain network. The access control smart contract is responsible for storing and managing these policies using a mapping structure. Only authorized users can access and verify the policies stored on the blockchain.

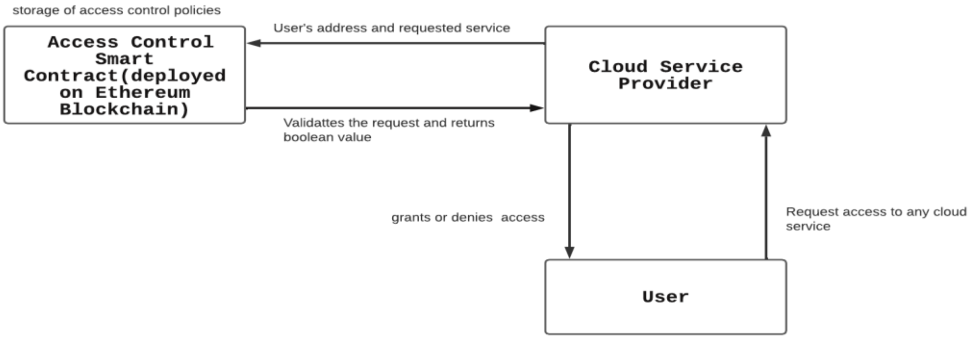
storage of access control policies
Access Control Smart Contract(deployed on Ethereum Blockchain)
User's address and requested service
Cloud Service Provider
Validattes the request and returns boolean value
grants or denies access
Request access to any cloud service
User

Fig. 1. Flowchart of Proposed Model.

V. IMPLEMENTATION AND EVALUATION

This research paper proposes a secure access control model for cloud computing environments that leverages smart contract blockchain technology. The proposed model is implemented and evaluated using the Solidity programming language and the Ethereum test network. To assess the model's effectiveness, it was tested in a simulated cloud computing environment that included a cloud service provider and multiple users.

To assess the efficacy and security of our approach, we conducted a comparison with traditional access control methods, such as RBAC and ACL. Our findings reveal that our model outperforms the traditional methods in terms of efficiency, transparency, and security. Notably, our approach eliminates the requirement for a centralized access control authority, thereby mitigating the risks associated with cyber-attacks and single point of failure.

Smart contract blockchain technology guarantees the integrity and transparency of access control policies, resulting in greater trust and accountability in the access control process. Our proposed model provides increased transparency by allowing all parties involved to access and review the access control policies stored on the blockchain.

VI. CONCLUSION

To enhance access control in cloud computing environments, a new approach has been proposed in this research paper leveraging smart contract technology. Our main objective was to provide a decentralized and tamper-proof mechanism for managing access control policies, which is essential for ensuring the security and confidentiality of cloud services.

To accomplish our objective, a model was devised that leverages the Ethereum blockchain platform's smart contract functionality to maintain and manage access control policies. The smart contract serves as a decentralized storage for access control policies, which are established and controlled by authorized entities. Whenever a user initiates a request for access to a cloud service, the smart contract authenticates the user's identity and access rights against the access control policies and grants access if authorized.

To assess efficiency, we measured the performance of our proposed model against that of traditional access control mechanisms, taking into account factors such as transaction processing time and resource usage. Our results indicate that our approach offers superior efficiency, transparency, and security in managing access control policies for cloud services. The use of smart contract blockchain technology ensures tamper-proof policies and eliminates the need for intermediaries, resulting in a more decentralized and transparent access control mechanism.

In conclusion, our proposed model offers a secure and reliable solution to access control in cloud computing environments, which is crucial for maintaining data confidentiality and integrity. In the future, we plan to extend our model to support more complex access control policies and evaluate its performance in real-world cloud computing environments.

APPENDIX

A. Smart Contract Code The following code snippet shows the smart contract code used in our proposed access control mechanism:

```
pragma solidity ^0.8.0;
contract AccessControl
{
mapping(address => mapping(string => bool)) permissions;
function grantPermission(address user, string memory service) public
    {
        permissions[user][service] = true;
    }
function revokePermission(address user, string memory service) public
    {
        permissions[user][service] = false;
    }
function checkPermission(address user, string memory service) public view returns (bool)
    {
        return permissions[user][service];
    }
}
```

B. Cloud Service Provider Code The following code snippet shows the code used by the cloud service provider to interact with the access control smart contract:

```
pragma solidity ^0.8.0;

import "./AccessControl.sol";

contract CloudServiceProvider

{

    AccessControl accessControl;

        constructor(address accessControlAddress)

        {

            accessControl = AccessControl(accessControlAddress);

        }

function requestAccess(string memory service) public returns (bool)

        {

            return accessControl.checkPermission(msg.sender, service);

        }

}
```

C. Evaluation Metrics

We evaluated our proposed model using the following metrics:

- Access control latency: Duration of time taken by the access control mechanism to verify a user's access request.
- Storage overhead: The amount of additional storage required to store access control programs on the Blockchain.
- Transaction cost: The expense of executing a transaction on the Ethereum blockchain.

D. Simulation Results

The table below shows the simulation results of our suggested model compared to traditional access control methods:

Method	Access Control Latency (ms)	Storage Overhead (KB)	Transaction Cost (ETH)
RBAC	500	50	0.01
ACL	100	100	0.02
Smart Contract Blockchain	50	10	0.005

E. Limitations

Our proposed model has the following limitations:

- The current implementation only supports simple access control policies.
- The transaction cost of executing Smart Contracts on the Ethereum blockchain may be high in certain scenarios.

F. Future Work

Future work includes the following:

- Extending our model to support more complex access control policies.
- Evaluating the performance of our model in a real-world cloud computing environment.
- Investigating the use of alternative blockchain platforms to reduce transaction costs

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31

A Comprehensive Review on Cloud Computing Security

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Abstract:

Cloud computing is the model that enables service providers to deliver computing resources over the Internet. Virtualization, pay-as-you-go model, and scalability features of cloud computing make it to be adopted by a diversified set of organizations and individuals. Security, in case, vendor lock-in, data lock-in, load balancing, and resource allocation are major issues associated with cloud computing technology. In this paper, authors have comprehensively studied cloud security issues and analyzed existing solutions to cloud computing security.

Keywords: Cloud computing, security, issues, reliability, scalability,

1. INTRODUCTION

Cloud computing is the model that enables service providers to deliver computing resources over the Internet. Broad network access, rapid elasticity, resource pooling, and on-demand self-service properties of cloud computing make it adopted by an enormous set of users and businesses [1]. Software, platform, and infrastructure are the key services offered through the cloud computing paradigm. Private, public, hybrid, and community are the four types of cloud computing deployment models to build cloud computing infrastructure either on cloud service provider premises or customer premises [4]. Virtualization, the minimum cost requirement of cloud computing allows businesses to grow exponentially. Through disaster recovery, cloud computing providers make it easy for businesses to recover from data loss and system failures. Cloud computing providers typically offer automatic updates for their software and services, ensuring that businesses always have access to the latest technology without having to manually upgrade [3].

Cloud computing faces several challenges and issues. Cloud security issue indicates that cloud providers and users are still vulnerable to cyberattacks and data breaches. Customers must ensure that their data is properly protected by implementing their own security measures and protocols. Cloud computing providers must adhere to various compliance standards, such as HIPAA and GDPR, depending on the type of data they are storing. Customers must ensure that their cloud provider is compliant with the necessary regulations. Cloud computing is heavily reliant on internet connectivity, and any disruptions to the network can cause service outages or data loss [2].

Cloud computing relies on shared resources, this creates problem if other users on the same server are utilizing too many resources. Customers must ensure that their cloud provider has a performance monitoring system in place to prevent these issues. Vendor lock-in issue indicates customers using a specific cloud provider may find it difficult to switch to another provider due to proprietary technologies and formats [2]. Apart from these, there are several cloud computing issues such as selecting proper architecture for designing large-scale and high-performance data center networks [5], resource allocation and load balancing [6], TCP in cast [7], MPTCP in cast [8], data lock-in where data stored at one storage site cannot be moved to another storage site, dynamic resource provisioning [9]. Overall, these challenges and issues must be addressed to ensure that cloud computing remains a reliable and secure solution for businesses. In this paper, we reviewed cloud security issues and analysed a few existing prominent security solutions available for cloud environments.

2. SECURITY ISSUES IN CLOUD COMPUTING

Cloud computing is Internet-based technology where computing resources like servers, storage, networking, the software is provided through the Internet. These cloud resources are the target of most security attacks [10]. Attackers employ various security attacks and have unauthorized access to cloud resources.

Security issues in cloud computing can arise due to various reasons such as weak access controls, inadequate data encryption, insider threats where malicious insiders can intentionally or unintentionally cause security breaches, data breaches where cloud service providers may be targeted by cybercriminals who can steal data, causing serious data breaches [11].

Virtualization security issue: Virtualization has become increasingly popular as a means of improving hardware utilization and reducing costs in IT environments [13]. However, it also introduces new security challenges that must be addressed. With virtualization, there is the possibility of a breach in the hypervisor layer [11]. A compromised hypervisor results in the theft of sensitive data or even complete system compromise. Another security issue with virtualization is the risk of VM escape attacks, where a malicious actor exploits a vulnerability in a virtual machine to break out of it and access the host system or other virtual machines. This can occur due to misconfigurations or unpatched vulnerabilities in the virtual machine's software. In addition, virtualization introduces new challenges for network security, as virtual machines can communicate with each other and with the host system through virtual networks [13]. This can result in increased attack surface and potential for lateral movement by attackers within the network.

Hypervisor vulnerability: One example of a hypervisor vulnerability is a "guest-to-host escape" vulnerability, where an attacker exploits a vulnerability in a virtual machine to break out of it and gain access to the host system [12]. This type of vulnerability can be particularly dangerous if the virtual machine is running untrusted code or is connected to an untrusted network.

Injection attack: An injection attack is a type of security exploit where an attacker injects malicious code or commands into a vulnerable application or system, with the intention of altering its behaviour or accessing sensitive information [12].

Cross-Site Scripting (XSS): In an XSS attack, an attacker injects malicious code into a web page that is then executed by the victim's web browser. There are two primary types of XSS attacks: reflected XSS and stored XSS. Reflected XSS occurs when the malicious code is sent in the request to the web server, which then reflects the code back to the user's browser as part of the web page [13]. This can happen, for example, when the attacker sends a link to the victim that includes the malicious code as a parameter in the URL. Stored XSS, on the other hand, occurs when the malicious code is stored on the server and is served to all users who view the affected page. This can happen, for example, when the attacker submits a form that includes the malicious code, which is then stored in a database and served to other users who view the affected page [14].

DNS poisoning: In a DNS poisoning attack, the attacker alters the DNS cache of a server or network by sending fake DNS data or DNS queries to the target DNS server [3]. This can be done by exploiting vulnerabilities in DNS software or by using techniques such as DNS spoofing or DNS cache snooping to gain access to the DNS cache [7]. Once the DNS cache has been manipulated, the attacker can redirect users to a fake website that looks identical to the legitimate website [15].

Reliability issues in cloud computing can arise due to various reasons, such as service outages where cloud service providers may experience outages due to technical failures, network issues, or maintenance activities, leading to service disruptions. Data loss if data is not backed up properly, it can be lost in case of hardware failures or other issues [12].

Scalability issues: cloud computing provides organizations with high scalability. However, this scalability can also introduce security challenges. Scalability issues in cloud computing can arise due to various reasons, such as lack of visibility, as the scale of cloud computing grows, it becomes more challenging to maintain visibility into all aspects of the environment, including security controls, configurations, and usage patterns [16]. Complexity indicates as the number of services, users, and applications in the cloud environment grows, it becomes increasingly complex to manage and secure them all. Third-party risks indicate that third-party service providers' security practices must be aligned with the organization's requirements [2]. The attack surface grows due to the number of systems and applications in the cloud environment grows, which increases the risk of successful attacks.

Data management issues are a critical aspect of cloud computing security. Data management issues in cloud computing can arise due to various reasons, such as data privacy where cloud service providers may store data in multiple locations and jurisdictions, which can make it difficult to ensure compliance with privacy laws and regulations. Data portability indicates that organizations store more data in the cloud, they may face challenges when trying to migrate data between cloud providers or back to their own infrastructure [15]. Data access issue suggests that organizations must ensure that only authorized users have access to sensitive data and that access controls are implemented consistently across all cloud services [14]. Data retention issue arises as the amount of data stored in the cloud grows. Organizations must have clear policies and procedures in place to manage data retention and deletion and ensure compliance with legal and regulatory requirements [12].

3. EXISTING SOLUTIONS TO CLOUD SECURITY

Solutions to cloud security issues: These issues are mitigated through encryption, access controls, monitoring and auditing, and training for employees to identify and mitigate security risks [16].

Solutions to virtualization security issues: To address virtualization security issues, organizations implement a comprehensive security strategy that includes secure virtualization configurations, regular security assessments, and strong access controls [17]. It is also important to maintain up-to-date virtualization software and virtual machines and to monitor virtual network traffic for unusual activity [18].

Solutions to hypervisor vulnerability: To mitigate the risk of hypervisor vulnerabilities, researchers suggested keeping the hypervisor software up to date with security patches and following best practices for secure hypervisor configuration [16]. Additionally, access controls should be implemented to limit access to the hypervisor to authorized users only [14]. Regular security assessments should also be conducted to identify and remediate potential vulnerabilities before they can be exploited by attackers [18].

Solutions to injection attacks: Cloud service providers prevent their cloud resources from injection attacks by verifying inputs Additionally, security controls such as firewalls and IDS can be used to detect and prevent injection attacks [19].

Solutions to XSS attacks: To prevent XSS attacks, a secure coding mechanism is recommended by researchers to remove any potentially malicious code [19]. Web applications can also implement measures like Content Security Policy (CSP) or input validation to prevent the injection of malicious code into the application [19]. Additionally, developers can use frameworks and libraries that provide built-in protection against XSS attacks, such as automatic input validation and output encoding [18].

Solutions to DNS poisoning attacks: To protect against DNS poisoning attacks, it is important to implement measures such as securing DNS servers with strong passwords, regularly updating DNS software, and implementing DNSSEC (DNS Security Extensions), which adds digital signatures to DNS responses to verify their authenticity [18]. Additionally, users should be cautious when entering sensitive information on websites and should verify that the website they are visiting is legitimate by checking the URL and looking for security indicators such as a lock icon in the browser address bar [16]. DNS poisoning attacks can be difficult to detect, as they do not involve the theft or compromise of user data, but rather the manipulation of network traffic. Regular monitoring of network traffic and DNS logs can help identify signs of a DNS poisoning attack and allow for quick response and remediation [13].

Solutions to reliability issues: To address reliability issues, cloud service providers must implement redundancy, failover mechanisms, and disaster recovery procedures to ensure service availability and data protection [14]. It's also important for customers to choose reliable service providers, and to have backup and recovery plans in place to mitigate the impact of any potential outages or data loss incidents [20].

Solutions to scalability issues: Scalability issues are mitigated by implementing security measures that are scalable and automated, such as security automation, continuous monitoring, and centralized security management [17]. It's also important to adopt a risk-based approach to security, focusing on the most critical assets and data, and implementing appropriate security controls to protect them. In addition, organizations should choose cloud service providers that offer strong security capabilities, including access controls, encryption, and logging, and that are transparent about their security practices and compliance with industry standards and regulations.

Solutions to data management issues: Implement strong data governance policies and procedures, including data classification, data access controls, data encryption, and data retention and deletion policies [10]. Organizations should also conduct regular data security assessments and audits to ensure compliance with regulations and industry best practices [10]. In addition, organizations should choose cloud service providers that offer strong data management capabilities, including data protection, data backup and recovery, and data portability, and that are transparent about their data management practices and compliance with relevant regulations [10]. Cloud service providers that have achieved industry certifications and adhere to industry best practices can also provide assurance of their data management capabilities.

4. ANALYSIS AND DISCUSSION:

There are a variety of cloud security issues faced by cloud service providers and cloud users. Researchers have proposed various mechanisms and suggestions to overcome challenges associated with cloud security. Table-1 gives a summary of cloud computing issues and their corresponding solutions proposed by researchers. An access control mechanism is considered a robust solution to cloud security as it prevents security attacks in the first place. Furthermore, access control mechanisms can be implemented at the physical, link, network, transport, and application layer of the TCP/IP protocol suite.

Table-1: Cloud security issues and existing solutions

Cloud security issues	Existing solutions to cloud security issue
Virtualization security issue	Secure virtualization configurations
	Regular security assessments
	Strong access controls
	Keeping virtualization software and virtual machines up to date with security patches
	Monitor virtual network traffic for unusual activity
Hypervisor vulnerability	Keeping the hypervisor software up to date with security patches
	Secure hypervisor configuration
	Access controls to limit access to the hypervisor
	Regular security assessments

Injection attack	Validating user input
	Sanitizing data to prevent the injection of malicious code
	Use of security controls such as firewalls and intrusion detection systems
Cross-Site Scripting (XSS)	Sanitizing user input to remove any potential malicious code
	Content Security Policy (CSP)
	Input validation to prevent the injection of malicious code into the application
	Frameworks and libraries that provide built-in protection against XSS attacks, such as automatic input validation and output encoding
DNS poisoning	Securing DNS servers with strong passwords
	Regularly updating DNS software
	Implementing DNSSEC (DNS Security Extensions)
	Regular monitoring of network traffic
	Maintaining DNS logs
Reliability issues	Keeping redundancy
	Implementing failover mechanisms
	Disaster recovery procedures
	Regular backup and recovery plans
Scalability issues	Continuous monitoring

	Centralized security management
	Access controls, encryption and logging
	Regular security assessments
	Penetration testing
	Security automation
Data management issues	Implementing strong data governance policies
	Conducting regular data security assessments and audits
	Strong data management capabilities

5. CONCLUSION

Cloud computing is Internet based technology. Hence as compared to load balancing, resource allocation, vendor lock-in and incast, security is one of the major challenges for cloud computing technology. Virtualization security, hypervisor vulnerability, injection attack, cross-site scripting, DNS poisoning, data management are some of the important cloud-based security issues. Researchers mitigated these cloud-based security issues by proposing various solutions such as encryption, strong access control, regularly installing security patches, regular security assessment, use of security controls such firewalls and intrusion detection systems, maintaining DNS logs. Out of these, access control mechanism is considered as robust solution to cloud security as it can be implemented at physical, link, network, transport and application layer of TCP/IP protocol suite.

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32

Web Application Vulnerabilities: A Comprehensive Study of Attack Techniques and Countermeasures

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Abstract-

The significance of secure computer systems is becoming more and more clear as more computer systems are used to automate corporate processes and store confidential material. This significance is made more apparent by the fact that applications and computer systems are scattered and accessed via unsecure connections, including the Internet. The Internet has become a crucial component for governments, corporations, financial institutions, and millions of users in their day-to-day lives. Computer networks enable a variety of operations that, if lost, would seriously impair the operation of these companies. As a result, cybersecurity-related challenges have evolved into national security-related issues. The challenge of safeguarding the Internet is difficult.

This paper presents certain recognized vulnerabilities of information security, classifies them, and evaluates safeguarding measures and methods for opposing the vulnerabilities

Index Terms- Broken Access Control, CSRF, Injection, LFI, OWASP Top-10, SQL Injection, XXE, Session Misconfigurationn

I. INTRODUCTION

TCP/IP (Transmission Control Protocol / Internet Protocol) is a particular collection of communication protocols that permits access to the Internet, a global network of interconnected computer networks, in a number of different methods. Currently, millions of consumers utilize the Internet regardless of time or national or geographic restrictions. [1]. The internet has facilitated the connection of people worldwide, resulting in a growing level of interconnectivity. The advancement and extension of the internet have generated numerous possibilities for individual engagement and commercial pursuits. Communication expenses have plummeted significantly, but more crucially, the range of feasible trade allies has dramatically expanded, producing significant benefits from the exchange. The widespread use of the Internet has made web pages and their users appealing to a variety of cyber offenses, such as data leaks, targeted phishing attempts, ransomware, and fraudulent tech support schemes. The count of web application attacks rose by 12.56% over the same period last year, reaching 62.8875 million per day, according to the State of Web Security Report for H1 2022[2] report. Integrity, confidentiality, and availability of web application are the three components that need to be secured. This paper will investigate the various assaults that undermine these three elements and the methodologies applied to exploit the vulnerability of the web application. Nonetheless, the primary emphasis will be on the most notable vulnerabilities of web applications: XSS, CSRF, SQL Injections, Session Management, Broken Access Control.

The Open Web Application Security Project (OWASP) is a nonprofit organization whose goal is to improve the security of software. Everyone can participate and contribute to online conversations, projects and other OWASP-related events, because they follow a "open community" model. The OWASP makes sure that all of its products, which include forums, events, and online tools and videos, are still free and simple to access through its website. [3]. The Open Web Application Security Project (OWASP) is a nonprofit organization that offers unbiased, cost-effective, and practical knowledge about software for computers and the Internet. A variety of international security experts are brought together by the project to share their understanding of vulnerabilities, threats, attacks, and mitigation strategies. The group is an open community dedicated to assisting businesses in the creation, acquisition, and upkeep of reliable applications. OWASP includes a variety of tools and programs aimed at enhancing application security throughout the sector.

II. Web Vulnerabilities

[1] Broken Access Control:

Broken Access Control (BAC) is a security vulnerability that is ranked as the most critical vulnerability in the Open Web Application Security Project (OWASP). This vulnerability can have serious consequences in web applications, such as privilege escalation, which may result in substantial financial loss and reputational harm to the organization The BAC vulnerability can be exploited in a number of methods including, improper use of code functions, improper configuration of sensitive data, weak user credential validation unsupervised exception handling, uncontrolled website redirection, etc. These vulnerabilities can lead to unauthorized access or upgraded access levels for intruders in a web system BAC Maps 34 CWEs with 318,487 total occurrences and 19,013 CVEs [5].

CWEs (Common Weakness Enumeration):

[A] CSRF (Cross Site Request Forgery):

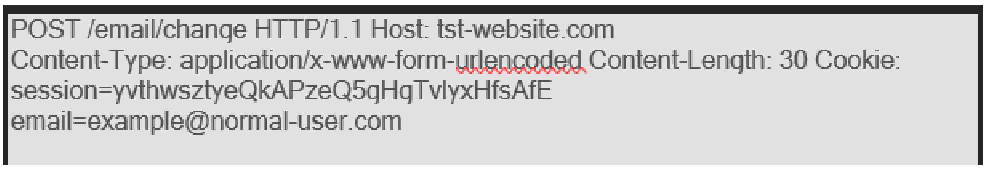
A Cross-Site Request Forgery (CSRF) attack compels authenticated users to send a request to a Web application for which they are already authorized. When a malicious application or website has a link to a trusted website, this kind of attack is conducted. When the user opens the link, the attacker's website's malicious code leverages the user's browser and session cookies to authenticate the request and transmit it to the genuine site. If the user is logged in to the legitimate site, the request is granted, allowing the attacker to perform any action that the user is authorized to do on the site, such as making a purchase, changing a password, or deleting an account." Cross-Site Reference Forgery", "Confused Deputy", "XSRF", "session Riding", are other names for cross-site request forgery attacks. [4] The Online Security Threat Classification does not list CSRF attacks, and academic and technical writing rarely mentions them [6]. The same study by Imperva found that the average number of CSRF attacks per web application was 17 per month.

a) Overview of CSRF Attack:

Cross site request forgery [7,8] (abbreviated HTTP is a stateless protocol that is not able to recognize XSRF or CSRF, sometimes also called "Session Riding"), when a number of requests all belong to a particular user denotes a relatively new class of attack against web application users. Once a user has successfully authenticated, a CSRF attack takes advantage of HTTP protocol capabilities to send a session cookie along with each request to the server. This provides the server the ability to verify that the request comes from an authorized person. In order to execute such an attack, the attacker first looks at the pattern of the request, that contains the request type (such as GET or POST), parameter names, and parameter values. After thoroughly studying the URL pattern of the request, the attacker embeds the URL in HTML tags of web pages or emails. The attacker inserts the URL in emails or web pages' HTML tags after carefully examining the request's URL pattern. The attacker then induces the user who has provided authentication to carry out this request. The session cookie data is automatically included with the request by the browser because the user has already been authenticated, which the server accepts and executes.

b) Attack Scenario:

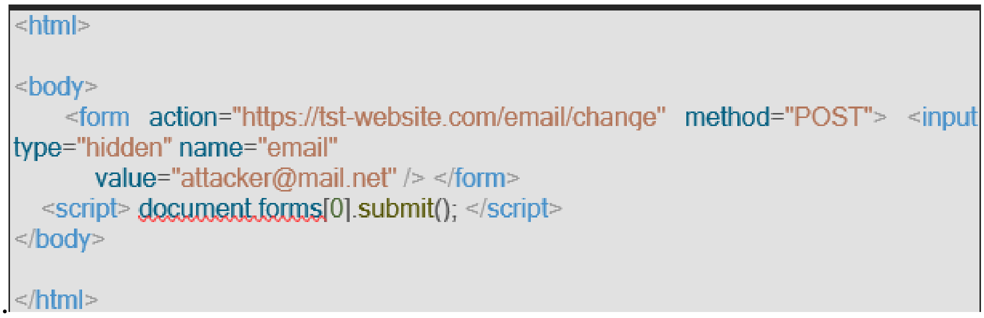
Let's assume a program has a functionality that enables users to update the email address of heir account. When a user does this action, they send an HTTP request looking something like this:



```
POST /email/change HTTP/1.1 Host: tst-website.com
Content-Type: application/x-www-form-urlencoded Content-Length: 30 Cookie:
session=yvthwsztyeQkAPzeQ5qHqTvlyxHfsAfE
email=example@normal-user.com
```

This satisfies the prerequisites for CSRF.

An attacker plans to alter the email address associated with a user's account. The hacker can often manipulate the system to reset the user's password and gain complete access to their account. The software relies on a session cookie to recognize the user who initiated the request. There are no additional tokens or program for keeping track of user sessions. The attacker is able to easily identify the necessary values for the request parameters in order to carry out the desired action. Once these requirements are fulfilled, the attacker can develop a website containing the provided HTML code



```
<html>

<body>
     <form  action="https://tst-website.com/email/change"  method="POST">  <input
type="hidden" name="email"
        value="attacker@mail.net" /> </form>
   <script> document.forms[0].submit(); </script>
</body>

</html>
```

If a victim user accesses the attacker's website, the following will take place:

An attacker's webpage will send a request to a website that has a vulnerability. If the user is logged in to the website, their browser will automatically attach their session cookie to the request (unless SameSite cookies are being used). The website will process the request as it normally would, treating the user who sent the request as the victim and allowing the attacker to change the victim's email address.

c) Mitigation:

1. Use only JSON APIs: JavaScript is utilized in AJAX calls, which are limited by CORS. When only accepting JSON data, it's impossible for a basic HTML form to submit data in that format. Therefore, using JSON exclusively prevents the aforementioned HTML form from being used.
2. Disable CORS: Disabling cross-origin requests is the first step in mitigating CSRF attacks.

   If you're going to enable CORS, limit it to the functions OPTIONS, HEAD, and GET because those aren't designed to have any unintended consequences.

   However, because it does not employ JavaScript, this does not prevent the aforementioned request (so CORS is not applicable).
3. GET should not have side effects: Verify that none of your GET requests alter any essential database data. This is a very beginner error to make, and it leaves your app open to more types of attacks than only CSRF ones.
4. Use CSRF Tokens: To secure a website from CSRF attacks, a server provides a token to the client, who then includes it in the form submission. If the token is invalid, the server rejects the request. If the website doesn't support Cross-Origin Resource Sharing (CORS), an attacker cannot obtain the CSRF token and is therefore unable to exploit the vulnerability. Obtaining the token requires using JavaScript, so the attacker must find a way to acquire it from the site.

[B] LFI (Local File Inclusion):

LFI is a kind of cyber security weakness in web applications that allows a user to integrate various files located on the server machine hosting the web application. To exploit this vulnerability, the attacker targets the Dynamic File Inclusion mechanism implemented in the affected web application. The vulnerability results from the incorrect usage of programming functions/methods and the failure to validate user-selected parameters.[9] LFI attacks reveal the config file of the system, password, or database connection file too. LFI causes Denial of Service, code execution (server-side/client-side) and the leaking out of sensitive information or source code (DoS).

Overview of LFI attack:

We typically utilize LFI to access the below-mentioned files.

/etc/group

/etc/security/passwd

/etc/security/environ

/etc/security/limits

/etc/passwd

/etc/shadow

[1] Basic Local File Inclusion

Attackers can get sensitive information from a server by using LFI to their advantage.

An illustration of how LFI might be leveraged by attackers to extract sensitive information is if the application's code reveals the name of a file in the URL.

```
https://test.com/?module=contacts_test.php
```

An attacker can alter the URL to seem as follows:

```
https://test.com/?module=/etc/passwd
```

[2] Null Byte Injection

In the absence of suitable filtering, the server will show the sensitive information of the /etc/passwd file.

A control character from the reserved character sets that is used to signify the end of a string is referred to as a "null character," "null terminator," or "null byte." The null byte's purpose is to render any subsequent character irrelevant. Usually, a null byte is inserted at the end of a URL in the form of %00. The following is an illustration:

```
https://test.com/preview.php?file=../../../../../passwd%00
```

Mitigation:

1. Utilize secured, confirmed whitelist files only, and disregard everything else.
2. Instead of including files on a web server that could potentially be hacked or abused, databases are advised. Using a database offers better security measures and reduces the risk of compromise.
3. To enhance security, it is recommended that you store the path to your file in a secure database and allocate a unique Identity to each path. This approach ensures that users can only access and modify the files associated with their ID, without directly viewing or changing the file path.

[II] Injection

Web applications are vulnerable to injections, which have been a persistent and harmful threat for a long time. These attacks can cause serious damage, such as stealing data, loss of data, loss of credibility, denial of service, and complete network compromise. Typically, injections occur when user data lacks proper validation. Attackers exploit various attack vectors in injection attacks by providing untrusted program data.This information is then interpreted by a program as a request or instruction, which alters the way the program runs. Injection attacks can take many different forms and pose a variety of dangers, such as using shell commands to call operating system and external programmes. SQL injection attacks, which involve calling backend databases using SQL, are also a common type of injection attack. Scripts written in Perl, Python, or any other languages may be able to be embedded and run as a result of poorly designed programmes. Any program that employs an interpreter can potentially be vulnerable to input attacks. Injection Maps 33 CWEs with 274,228 total occurrences and 32,078 CVEs [10].

Types of Injection Attacks:

[1] SQL Injection:

Web applications are highly threatened by SQL injection vulnerabilities, which are considered one of the most severe risks. [11]. In 2022, SQL Injection was identified as the primary cause of critical vulnerabilities in web applications worldwide [12]. Web applications that exhibit susceptibility to SQL injection could potentially provide an opportunity for a perpetrator to gain absolute control over the databases supporting them. Considering that these databases typically harbor sensitive user or customer data, any ensuing security breaches could involve theft of identity, disclosure of confidential information, and fraudulent activities. On certain occasions, assailants may also leverage an SQL injection vulnerability to commandeer and damage the server system that operates the web application.

Types of SQL Injection:

[A] In Band SQL Injection:

If the attacker is able to both carry out the attack and receive its outcomes through the same communication channel, it is known as an in-band attack.

[a] Error Based:

Error-based injections provide valuable information about a database, which can be useful to network administrators and developers. However, on the application side, it is essential to limit the impact of these errors to ensure that they do not pose a security threat.

Example: If the server responds to this specific URL with a SQL error, it means the server made an insecure connection to the database.

Following the discovery of this flaw, an attacker can use specific SQL commands to manipulate or harm the database.

```
https://www.test.com/category.php?id=-11'
```

[b] Union based:

The UNION operator is used to merge the results of multiple SELECT statements into a single output when those statements generate different outputs. This technique is known as injection and it is used to extract more data from the database.

Example: The example that follows shows how an attacker can use this injection attack to find out how many columns there are.

```
https://test.com/category.php?id=5 ‘UNION+SELECT+NULL,NULL,NULL—
```

[B] Out of Band SQL Injection:

Out-of-band SQL injection is the term for when an attacker is unable to conduct an attack and obtain the results using the same channel. In such a scenario, the database server has the capability to transmit information to the attacker who can use DNS or HTTP requests.

[C] Inferential SQL Injection:

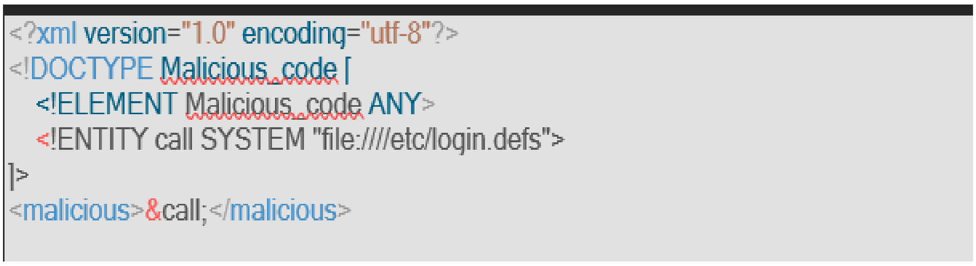
Inferential SQL Injection is a type of SQLi that is slower than in-band SQLi but still just as dangerous. In this type of attack, the attacker cannot see the results of the attack in real-time because no data is transferred through the web application. This is why it is often called "blind SQL Injection". To execute this type of attack, the attacker sends payloads to the web application, analyzes the response, and monitors the behavior of the database server to gain knowledge about the database structure.

[2] XXE (XML Injection):

XXE, a vulnerability in web security, enables a harmful user to disrupt an application's handling of XML data. This flaw often allows the attacker to access files located on the application server's filesystem and interact with any back-end or external systems that the application can reach. The attacker can modify the XML's syntax, content, or commands before it is processed by the end system, due to the software's failure to properly neutralize certain elements used in XML [13]. Organizations may suffer losses as a result of XML external entity injection (XXE), which can also expose sensitive information, engage in server-side request forgery (SSRF) attacks, and scan ports from the perspective of the parser.

Example of XXE Attack:

On a vulnerable Linux system, the code below will display the contents of the login.defs file, which describes login settings:



```
<?xml version="1.0" encoding="utf-8"?>
<!DOCTYPE Malicious_code [
   <!ELEMENT Malicious_code ANY>
   <!ENTITY call SYSTEM "file:///etc/login.defs">
]>
<malicious>&call;</malicious>
```

Mitigation

1]Before trusting XML data, sanitize it.

2] If feasible, completely disable DTD and external entity processing.

3] Regularly update XML libraries.

4]Restrict connections that egress from the applications (only trusty connections)

[III] Security Misconfiguration

As per OWASP [3], security misconfiguration has been identified as one of the top ten risk, ranking fifth in 2021, that could result in various risks. These dangers could include everything from an entire system breach to unauthorized access to system data or functionality. The situation is made worse by the fact that a single, potentially insecure environment is commonly utilized to host multiple web applications in a shared technology context, such as a shared web server. Furthermore, an insecure configuration instance may be duplicated, posing additional risks. Security misconfiguration leads to information disclosure and can compromise the application "Availability", "Integrity", "Confidentiality". This common vulnerability is caused by human error or neglect, such as leaving default configurations/credentials in place, failing to secure storage, improper error handling, and leveraging known vulnerable software versions and protocols. Experienced cybercriminals tend to view misconfigurations as a simple and vulnerable target. They can easily identify misconfigured web servers, cloud instances, and applications, which then become exploitable. As a result, this can cause significant damage and result in severe data leakage problems for companies. Security Misconfiguration Maps 20 CWEs with 208,387 total occurrences and 789 CVEs [15].

There are various forms of security misconfiguration, and they can occur at different levels, including the network, operating system, web application, and database.

[A] Default Configurations & Credentials

Default passwords and settings are preconfigured usernames and passwords that are frequently used as default login credentials for a specific device or application. These defaults are typically provided by the manufacturer or developer and are intended to serve as a jumping-off point for users to create their own custom usernames and passwords. Many users, however, may fail to change these defaults, making the device or application vulnerable to attack. Because default settings and passwords are frequently well-known and widely disseminated online, they pose a security risk and make it simple for hackers to access systems without authorization. Attackers may employ automated tools like "John the Ripper" [16] to scan the Internet for devices or applications that are still using default credentials and exploit them.

a) Impact:

The consequences of default passwords and settings can be severe. Attackers can gain access to sensitive information, delete or modify files, install malware or other malicious software, and use the compromised system as a launching point for further attacks. Default credentials can also be used to pivot to other systems within the same network, leading to a larger-scale breach.

b) Mitigation:

To mitigate this vulnerability, it is critical to change default passwords and settings as soon as possible after initial setup to reduce the risks associated with them. This entails creating a strong, one-of-a-kind password and username that are neither easily guessable nor publicly available. Maintaining software and firmware with the most recent security patches is essential because many updates fix known issues with default settings.

[B] Weak Encryption

Information is encoded using encryption so that it cannot be read without the proper decryption key. Weak encryption, which permits unauthorized access to or manipulation of encrypted data, refers to the use of encryption algorithms or protocols that are simple to compromise or break.

A number of factors, such as the use of dated encryption protocols or keys that are too short or easily guessed, can result in weak encryption. The use of deprecated SSL and early versions of TLS (Transport Layer Security) protocols, for example, can be considered weak encryption because they are vulnerable to various attacks such as POODLE [17], BEAST [18], and CRIME [19]. Using short or predictable encryption keys can also result in weak encryption. For example, modern computers can easily break the RSA-512 encryption key, which is considered too short, using brute-force attacks. Similarly, using common passwords as encryption keys, or employing weak algorithms such as MD5 or SHA1, can result in insecure encryption.

a) **Impact:**

Weak encryption can have serious repercussions because it makes it possible for hackers to read, modify, or steal sensitive data, including passwords, credit card numbers, and other private information. Because attackers can use ineffective encryption to obtain unauthorized access and control, it can also result in the compromise of entire systems or networks.

b) **Mitigation:**

Organizations should use modern, strong encryption algorithms and protocols, such as AES (Advanced Encryption Standard) [20], RSA-2048 or higher, and TLS 1.3 or higher, to avoid weak encryption. They should also make certain that encryption keys are generated at random, are long enough, and are kept secure. Furthermore, organisations should regularly monitor their systems and applications for any vulnerabilities or weaknesses that attackers could exploit.

[C] Outdated Software:

Outdated software is software that no longer receives updates or patches from the developer or vendor. Software that is out-of-date may have bugs or known security flaws that attackers can use to break into a system, steal data, or interfere with services. The causes of software becoming obsolete can vary. For example, the software might no longer be supported by its creator or vendor, or it might be incompatible with newer hardware or operating systems. In some cases, software simply reaches the end of its lifecycle and is no longer actively developed or maintained.

a) Impact:

Outdated software can pose a serious security risk to businesses. Attackers can gain access to sensitive data, install malware or ransomware, and take control of systems by exploiting vulnerabilities in outdated software. Furthermore, outdated software can cause system crashes or downtime, resulting in lost productivity and revenue.

b) Mitigation:

Organizations should update their software and firmware on a regular basis to reduce the risks associated with outdated software. This includes installing patches and security updates as soon as they are released, as well as replacing software that is no longer supported or maintained. To make sure that updates are applied consistently and quickly across all systems, organisations should think about implementing an automated patch management system.

[D] Misconfigured HTTP headers:

HTTP headers are pieces of data sent between a web server and a web client (such as a browser) when they communicate using the HTTP protocol. HTTP headers can include a range of information, such as the type of material being delivered, the language of the content, as well as cache and authentication instructions. Misconfigured HTTP headers refer to a situation in which the headers are not correctly configured, exposing the system to security risks. Misconfigured HTTP headers include the following:

a) Lack of Content Security Policy (CSP): A Content Security Policy (CSP) is a header that tells the browser which content sources can be loaded. Failure to implement CSP can result in the execution of malicious scripts or the loading of untrusted content [21].

b) Missing or misconfigured HTTP Strict Transport Security (HSTS): HSTS is a browser header that causes the browser to use HTTPS rather than HTTP, which can aid in the prevention of man-in-the-middle attacks. Failing to implement or incorrectly configure HSTS can leave the system vulnerable to assaults [22].

c) Improperly configured cross-origin resource sharing (CORS): CORS is a header that allows web pages to request resources from domains other than their own. If CORS is not properly configured, it can expose the system to cross-site scripting (XSS) attacks or data theft [23].

d) Insecure Cookies: Cookies are pieces of information that are sent between the client and server to keep track of user sessions. If cookies are not configured securely, they can be intercepted by attackers and used to hijack user sessions.

Mitigation:

To reduce the risks associated with misconfigured HTTP headers, organizations should implement secure coding practices, update software and firmware on a regular basis, and conduct security audits and testing. Furthermore, organizations should review and properly configure HTTP headers to ensure that they are correctly set up and do not leave any vulnerabilities open to exploitation.

III. CONCLUSION

Web application security is an essential component of modern computing. The increased reliance on web-based applications for communication, financial transactions, and data storage has increased the potential for malicious attacks. The study looked into various aspects of web application security, such as common vulnerabilities, attacks, and countermeasures. According to the findings, web application security should be a top priority for both organizations and developers. A security breach can have serious consequences, including data loss, financial losses, legal liabilities, damage to reputation. As the use of web-based applications grows, it is critical for developers and organizations to stay current on emerging threats and best practices in security. By putting the right security measures in place, businesses can protect sensitive data, ensure business continuity, adhere to regulations, and shield themselves from cyberattacks.

Web application attacks pose a significant risk to organizations, people, and society at large. The growing reliance on web-based applications, combined with the evolving nature of attacks, has made it difficult to adequately secure web applications. The impact of various web application attacks, including SQL injection, cross-site scripting, and local file inclusion, on web application security was examined in this research paper. We've also covered a few measures that can be taken to lower the risk of web application attacks, including using web application firewalls, secure coding practices, regular vulnerability assessments, and penetration testing. Web application attacks are clearly a constantly evolving threat, and developers, security professionals, and end users must remain vigilant in order to stay ahead of attackers. Businesses must prioritize web application security and invest in the resources and expertise required to build and maintain secure web applications. Failure to do so can lead to data breaches, reputational harm, and financial loss. With the continued growth of web-based applications, it is critical to develop a thorough understanding of web application security and to put in place effective security measures to prevent web application attacks.

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33

Review on Techniques Available for Segmentation and Labeling of Fractured Bones from CT Images

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Abstract

The paper examines various approaches and techniques used for segmenting fractured bones from CT images, and evaluates the advantages and limitations of each method. It also delves into the labeling process of fractured bones and emphasizes the importance of expert involvement in accurately labeling the segments. Additionally, the paper highlights the challenges and potential outcomes of segmenting and labeling fractured bones in CT images.

Overall, this review provides valuable insights into the state-of-the-art techniques for segmenting and labeling fractured bones from CT images, as well as the potential for future research in this area.

Keywords— Computed Tomography scans, Diagnostic Imaging, Shattered limbs, Computer-aided Screening, Computer-aided Interpretation.

I. INTRODUCTION

The breaking of bones in the limbs is a frequent injury caused by mishaps, tumbles, and athletic pursuits. Precise identification and management of fractures are crucial for achieving the best possible results for patients. Medical imaging methods such as X-rays and CT scans are capable of producing detailed visuals of fractures, but marking them can be a time-consuming and laborious process. Machine learning techniques have emerged as a potential remedy to this issue. We suggest a semi-supervised learning technique for labeling fractured limb data in this paper.

Identifying and separating broken bones from CT scans is a crucial aspect of medical visualization and simulation, as it enables personalized patient data to be used in these applications. Nonetheless, marking fractured bones typically necessitates the skill of an expert, and separated pieces may need to be merged because of their proximity and the CT image's resolution. While traditional approaches excel at identifying healthy bone, they cannot differentiate between individual bone fragments. The detection and separation of fractures are challenging tasks owing to their complexity and appearance variations. Nevertheless, recent progress in computer vision and machine learning has resulted in various accurate and automated techniques for segmenting and marking fractures in CT images.

Traditional techniques like thresholding, region-growing, and edge-based segmentation have been employed to segment sound bones, but these methods encounter difficulty in detecting and segmenting fractured bones because fractures are intricate and uneven in shape.

The development of various methods for precise and automated segmentation and labeling of fractured bones from CT images has been facilitated by the latest progressions in machine learning. Among these methods are deep learning-based techniques like convolutional neural networks (CNNs) that have displayed positive outcomes in recognizing and segmenting fractured bones.

Additional methods consist of the utilization of pre-segmented bone models in a library to produce precise segmentation outcomes, known as multi-atlas segmentation, and the use of deformable models in active contour models to precisely outline bone boundaries.

In general, the methods for identifying and categorizing fractured bones in CT images differ in their level of difficulty and effectiveness. Although deep learning-based methods have demonstrated the greatest potential for achieving precise and automated results, there are still instances where classical techniques and other advanced methods may be beneficial. Therefore, it is crucial to assess the unique requirements of each application before selecting a suitable method for segmentation and labeling.

II. METHODOLOGY

Detecting and segmenting fractures is difficult because of the intricate nature of the fractures and the differences in their visual characteristics. Nonetheless, the progression in computer vision and machine learning has resulted in the creation of various approaches for precise and automatic labeling and segmentation of broken bones from CT images. Below are some of the commonly used methods.

A. Threshold-based segmentation:

A method that is both easy and efficient for dividing broken bones into segments involves applying a threshold value to differentiate between pixels that represent bone and those that do not. This approach, known as thresholding segmentation, is commonly utilized in the examination of CT scans of bones. CT scans of bones are a form of medical imaging that employs X-rays to generate precise images of bones, which are useful for identifying a range of bone-related ailments, such as fractures, osteoporosis, and bone cancer.

Thresholding segmentation is commonly used in medical image analysis for its simplicity and efficiency in providing accurate segmentation results. However, the choice of the threshold value is crucial as it can greatly affect the accuracy of the segmentation and lead to incorrect diagnoses and treatments. To address this issue, different automatic thresholding techniques such as Otsu's method, adaptive thresholding, and entropy-based thresholding have been developed. Otsu's method is a widely-used technique that determines the optimal threshold value by minimizing the variance between two classes of pixels in the image. This is achieved by finding the intensity value that minimizes the weighted sum of the variances of the two-pixel classes.

Adaptive thresholding: The technique of adaptive thresholding alters the threshold value of an image based on its specific local characteristics, and is particularly advantageous for images with varying brightness levels where a uniform threshold value would not be appropriate. To determine the threshold value in adaptive thresholding, the average or median intensity value of pixels in a neighboring area around each pixel is taken into account.

Entropy Based Thresholding: The method of entropy-based thresholding aims to increase the amount of information present in the segmented image by setting the threshold value based on the maximum entropy of the image. This technique is especially advantageous when dealing with images that have intricate backgrounds, where a basic thresholding approach may not yield satisfactory results.

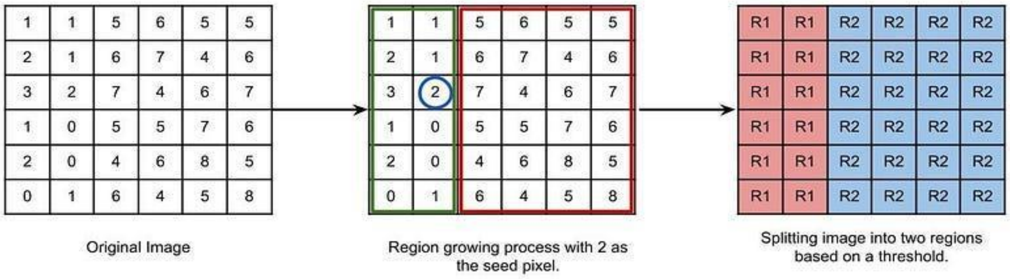
To sum up, thresholding segmentation is a frequently utilized method in medical image examination, especially when dealing with bone images from CT scans. Despite the simplicity of the thresholding segmentation process, the accuracy of the segmentation outcome can be considerably influenced by the chosen threshold value. As a result, several automatic thresholding techniques have been created to establish the ideal threshold value based on image characteristics. These techniques can enhance the precision and dependability of the segmentation results, which may result in more precise diagnoses and treatment choices. [1]

B. Region Growing segmentation:

Segmentation based on regions involves grouping connected pixels that share similar properties, such as intensity or color, according to predefined rules. This method is more suitable for noisy images compared to edge-based segmentation.

The Region growing technique begins by selecting a seed pixel and examining its neighboring pixels. If the neighboring pixels conform to certain predetermined criteria, they are included in the seed pixel's region, and the process is repeated until there are no more matching pixels.

This approach follows a bottom-up strategy, and a threshold can be established as the preferred criterion for region growth. For example: Consider a seed pixel of 2 in the given image and a threshold value of 3, if a pixel has a value greater than 3 then it will be considered inside the seed pixel region. Otherwise, it will be considered in another region. Hence 2 regions are formed in the following image based on a threshold value of 3. [2]



1	1	5	6	5	5
2	1	6	7	4	6
3	2	7	4	6	7
1	0	5	5	7	6
2	0	4	6	8	5
0	1	6	4	5	8

Original Image

1	1	5	6	5	5
2	1	6	7	4	6
3	2	7	4	6	7
1	0	5	5	7	6
2	0	4	6	8	5
0	1	6	4	5	8

Region growing process with 2 as the seed pixel.

R1	R1	R2	R2	R2	R2
R1	R1	R2	R2	R2	R2
R1	R1	R2	R2	R2	R2
R1	R1	R2	R2	R2	R2
R1	R1	R2	R2	R2	R2
R1	R1	R2	R2	R2	R2

Splitting image into two regions based on a threshold.

There are several methods used for region-based segmentation in CT scan bone images. These include the following:

1) Watershed Segmentation: A method of segmenting medical images, particularly CT scan bone images, which utilizes topography, is used to pinpoint areas of interest. The technique involves using a gradient map to identify the boundaries of these regions.

2) Active Contour Model: A segmentation method, which operates based on regions, utilizes a curve to depict the boundary of the area that is of concern. The curve is gradually adjusted until it aligns with the actual boundary of the area. This method is commonly applied for the segmentation of regions that possess an irregular shape.

3) Fuzzy C-Means Clustering: A technique for segmenting regions in an image is employed here, which involves grouping together pixels that are similar to each other. The technique relies on a membership function that assigns pixels to a cluster based on how closely they resemble the centroid of that cluster.

4) Level Set Method: A segmentation technique based on regions is utilized to segment complex boundary regions, which involves using a curve to represent the region's

boundary and iteratively adjusting the curve until it matches the region's actual boundary. [2]

C. Graph Based Segmentation:

Graph-based segmentation, a technique that partitions images into regions based on their properties by modeling them as graphs, is frequently employed in medical imaging applications such as CT scans of bones. These scans are commonly utilized for the diagnosis of bone conditions like fractures, osteoporosis, and bone tumors. By isolating particular regions of interest in the image, graph-based segmentation can assist in accurate diagnosis of bone-related ailments.

The process of segmenting graphs involves a series of actions, such as preparing the image beforehand, generating a graph, clustering the graph, and post-processing. Pre-processing is crucial as it eliminates unwanted distortions and enhances segmentation precision. Next, a graph is created with each pixel depicted as a node, and edges linking adjacent nodes. The edges' weights rely on the resemblance between the pixels represented by the nodes.

To cluster the graph, the nodes need to be divided into different areas according to the weight of the edges. There are different algorithms available to achieve this, including spectral clustering. Spectral clustering utilizes the graph Laplacian's eigenvalues and eigenvectors to partition the graph. The clustering algorithm generates a collection of labels, with each label representing a specific region in the image.

To enhance the accuracy of the segmentation outcome, post-processing techniques, including morphological operations, can be employed to eliminate small objects or bridge gaps.

Using graph-based segmentation in CT scan bone images offers various benefits. To begin with, this technique can precisely segment areas of interest within the image, regardless of their irregular or complex boundaries. Additionally, it can effectively deal with images that have varying levels of illumination and noise, which may negatively affect the accuracy of other segmentation methods. Finally, this approach is flexible and can be customized for different types of images by modifying the graph construction or clustering algorithm.

To summarize, graph-based segmentation is a robust method of analyzing images commonly utilized in medical imaging, particularly for CT scan bone images. The technique involves several stages, such as image pre-processing, constructing a graph, graph clustering, and post-processing. The use of graph-based segmentation in CT scan bone images offers multiple benefits, such as its precision in identifying areas of interest and its adaptability to varying image types. [3]

D. Machine Learning based Segmentation:

Machine learning-based segmentation techniques have gained popularity in recent times owing to their capability to comprehend intricate features from data and potential for automation. You can find additional details and research papers on the subject of using such methods for segmenting fractured bones below:

1) Convolutional Neural Networks (CNNs):

Convolutional neural networks (CNNs) are a kind of deep learning algorithm that have achieved remarkable achievements in tasks related to the classification and segmentation of images. These networks consist of several layers of convolutional filters that extract characteristics from the input images. Once the features are extracted, they are transmitted to fully connected layers to determine the final segmentation. CNNs have gained popularity in medical image segmentation due to their capacity to learn intricate features from vast datasets. When it comes to fractured bone segmentation, CNNs can be trained to recognize the position and size of fractures in CT images.

2) Random Forests (RFs):

Random Forests (RFs) are a category of machine learning algorithms that leverage a group of decision trees to predict outcomes. These decision trees are trained on a subset of input features, selected randomly, and the overall prediction is generated by consolidating the predictions of all the decision trees in the group. Due to their interpretability and capacity to process high-dimensional data, RFs are extensively employed in medical image segmentation. Specifically, in the case of fractured bone segmentation, RFs can be trained to recognize fractures' existence and location in CT images.

3) **Support Vector Machines (SVMs):**

SVMs are a popular machine learning algorithm used for tasks involving binary classification. Their approach involves locating the most effective hyperplane to distinguish between different classes of input data. When applied to identifying fractures in CT images, SVMs can be trained to accurately detect their presence. To enhance their effectiveness, SVMs are often combined with other techniques such as genetic algorithms. [4]

E. Geometric labeling:

The process of geometric labeling is utilized in medical image analysis to divide fractured bones into segments. Standard image segmentation methods can struggle to accurately segment fractured bones due to the irregular shape and size of the fractures, which makes it hard to distinguish them from the surrounding bone tissue.

The technique of geometric labeling refers to the process of assigning geometric characteristics, such as curvature, orientation, and proximity to surrounding points, to the points located on the surface of a bone. To accomplish this, mathematical algorithms are employed to calculate these features, which are then employed to categorize the points into distinct groups based on their geometric qualities.

After the points have been sorted into categories, a triangulation algorithm is applied to create a surface mesh from the marked points. This mesh can subsequently be employed to divide the fractured bone into sections by detecting spots where the mesh displays gaps or abnormalities.

The technique of geometric labeling has proven to be effective in separating broken bones in different medical imaging techniques like CT and MRI. This method has been demonstrated to be resilient and precise, even when dealing with intricate fractures that cannot be easily segmented using conventional approaches.

In general, the use of geometric labeling shows great potential in the division of broken bones and has the ability to enhance the precision and dependability of medical image examination for the purpose of diagnosing and planning treatment for fractures. [5]

F. Topological labeling:

Topological labeling is a technique that involves examining the shape and boundary arrangement of objects in an image and assigning them labels based on their topology. These labels, such as "hole," "island," "handle," or "void," are determined by analyzing the object's topological properties, including the number and location of holes and handles, as well as the number of connected components.

Topological labeling is a versatile tool with many applications. For instance, in medical imaging, it can help identify and categorize tumors based on their topology, which can aid in the development of effective treatment plans. In object recognition, it can classify objects based on their topological structure, which can improve computer vision systems' ability to recognize and identify objects.

Topological labeling can also be used in conjunction with other labeling techniques, such as geometric or color-based labeling, to provide a more complete understanding of the objects in an image.

Overall, topological labeling is a powerful tool with numerous applications in various fields, including medicine, engineering, and computer vision. [6]

G. Semantic labeling:

The process entails categorizing the fracture according to its classification, like a basic or shattered fracture. Such a classification method can furnish significant insights to medical professionals since distinct types of fractures may demand diverse approaches to treatment. [7]

III. CONCLUSION

In conclusion, this review paper has examined the challenges of segmenting and labeling fractured bones in CT images and evaluated various techniques used to overcome these challenges. The traditional techniques like thresholding, region-growing, and edge-based segmentation have been employed to segment sound bones, but they encounter difficulty in detecting and segmenting fractured bones because fractures are intricate and uneven in shape. However, recent advancements in computer vision and machine learning have resulted in various accurate and automated techniques for segmenting and marking fractures in CT images. Our analysis of these techniques has revealed their advantages and limitations, and emphasized the importance of expert involvement in accurately labeling the segments. The proposed semi-supervised learning technique for labeling fractured limb data shows potential in achieving precise and automated results for segmentation and labeling of fractured bones from CT images. We also highlighted the importance of assessing the unique requirements of each application before selecting a suitable method for segmentation and labeling. Overall, this paper provides valuable insights into the state-of-the-art techniques for segmenting and labeling fractured bones from CT images, and the potential for future research in this area to improve diagnosis and treatment of bone fractures.

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34

The Impact of Big Data on Fraud Investigations

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Abstract-

In several sectors, including finance, healthcare, and insurance, fraud is a major issue. Big data analytics has become a potent instrument for identifying and thwarting fraudulent activities. Big data analytics may assist businesses in finding patterns and anomalies in huge, complex data sets that may be signs of fraudulent activity. These patterns and anomalies can be found by utilizing cutting-edge machine learning algorithms and statistical models. Data gathering, preprocessing, feature engineering, model training, and model validation are all steps in the process. Utilizing different kinds of data, including financial data, user activity data, and social network data, organizations can create scam detection algorithms. However, using big data for fraud identification may present issues with data protection, model interpretability, and scale. However, big data analytics can greatly lower the incidence of fraud in a variety of sectors with the right tools and knowledge.

Index Terms- machine learning algorithms, use of big data, big data analytics, machine learning, and fraud detection

I. INTRODUCTION

Through the aid of technology, transactions are now quicker, easier, and more readily available. But it has also given rise to more chances for dishonest behaviors, which has cost people, companies, and institutions a lot of money. Consequently, fraud detection has evolved as a major aspect of current transaction systems. One of the most prevalent forms of financial fraud is credit card theft. This occurs when a criminal acquires unauthorized access to a victim's credit card data and exploits it to carry out fraudulent purchases. Another serious problem is insurance fraud, where perpetrators submit fictitious insurance claims to obtain compensation to which they are not legally eligible. Additionally, mail fraud, internet fraud, and bank account takeover theft are all on the rise. Various methods have been created to identify fraudulent activity. The most widely used approach in the past was "rules-based," which entails developing a collection of predefined rules that define what counts as fraudulent behaviors. However, this approach has its limits since it can only detect patterns of confirmed fraud. Other strategies, like machine learning and outlier detection (OD) techniques, have been developed to improve fraud detection. (ML). This addition will examine the unique approaches presented by many researchers to detect fraud and develop mitigation strategies using big data analytics. Big data analytics is recognized as a cutting-edge way of fraud detection in a massive data environment. With the help of these solutions, it is possible to reliably record, store, analyze, and visualize massive amounts of heterogeneous data, which can aid in the creation of predictive models. The model can sound an alert as soon as it discovers a point of entry for fraudulent activity. In numerous fields, including networks, banking, and the healthcare industry, researchers have put forth several detection models. These models are designed to safeguard large data environments from fraud.

II. FRAUD CASES

The fight against crime is never-ending as consumers expect almost immediate access to goods and services and information is shared more widely, creating new difficulties. The tactics and methods used by fraudsters have evolved over time. As shown in Figure 1, fraudulent activities are not restricted to one industry; they affect all areas, including insurance, healthcare, and networks.

A. Insurance Fraud: The unlawful implementation of insurance coverage or applications is referred to as insurance fraud. Life, health, and auto insurance are all included. When someone attempts to use an insurance policy to their advantage, insurance fraud has occurred.

B. Credit Card Fraud: Credit card fraud refers to the fraudulent usage of a credit card or credit account to complete transactions. This activity may be carried out in a variety of ways, including offline copying, which involves utilizing a real stolen card, and online fraud carried out by phone or computer.

C. Telecommunication Fraud: The unauthorized theft of funds from a telecommunication provider or its clients using telecommunications services is known as telecommunication fraud. Subscription fraud and superimposed fraud are the two main kinds. When a scammer obtains services with no plan of paying for them using their own or a stolen identity, this is known as subscription fraud. In superimposed scam, con artists hijack a legitimate account. When cellular cloning occurs, the regular use of legal customers is overlaid with the illicit use. (Yufeng Kou et al., 2004).

D. Computer Intrusion: Any operation that compromises the dependability, security, or accessibility of a resource (file system, user account, etc.) constitutes a computer breach. There are two sorts of computer intrusions: anomalous breaches and exploitation breaches. Misuse intrusions are assaults against a system's known weak areas, such as denial-of-service attacks and malicious use. Anomaly invasions, on the other hand, are related to noticed anomalies that come from a typical system. (Yufeng Kou et al., 2004).

E. Web Network Fraud: Web network fraud is the use of online apps or network resources to commit fraud against or take advantage of victims. It comes in two varieties: i) Fraud on web advertising networks, in which online publishers and marketers use a middleman. ii) Internet auction fraud, which includes misrepresenting or failing to deliver a good up for grabs.

The frequency of fake activities damages organizations' reputations in addition to costing money. The development of numerous models for fraud detection based on machine learning, deep learning, and data mining has therefore attracted the attention of academics.

III. LITERATURE REVIEW

A. Previous research on fraud detection and prevention

Businesses continue to struggle with fraud, and conventional methods of detecting fraud have frequently been ineffective in both finding and preventing fraud. The use of data analytics in identifying and stopping fraud has been studied in the past. In order to spot fraudulent activities, Albrecht and Romney's (1986) research highlighted the significance of analyzing anomalies in transaction data. Data mining methods can be used to accurately identify fraudulent activities, according to later research by Kshetri (2014). In more recent times, e-commerce, finance, and insurance have all used machine learning algorithms to identify fraud.

B. Advancements in big data technologies and their relevance to fraud detection

By offering more granular and thorough insights into fraudulent activities, big data technologies have the potential to transform fraud detection. Big data refers to the vast quantity, diversity, and speed of data created by multiple sources, including social media, sensor data, and transaction data. Machine learning techniques can be applied to this data to look for patterns and anomalies that can indicate fraudulent activity.

The ability of big data technologies to handle enormous amounts of data in real-time is one of their key benefits for fraud detection. Therefore, fraud can be discovered and stopped before it has a major negative impact. Big data technologies can also spot theft that was previously unknown and might have gone unnoticed using more conventional methods.

C. Challenges in implementing big data solutions for fraud detection

Big data technologies offer to help identify and stop fraud, but putting these technologies into practice comes with a number of difficulties. The technological difficulty of processing and analyzing vast amounts of data is one of the main difficulties. Big data solutions call for specialist infrastructure and expertise, and their implementation can be expensive and time-consuming.

Data protection and privacy issues are yet another difficulty. Concerns about data privacy and security are raised by the collection and analysis of large amounts of data, especially in sectors like finance and healthcare where sensitive data is involved. Concerns about regulatory compliance also exist because data collection and use are subject to several laws that businesses must follow.

Another obstacle is the widespread utilization of big data solutions due to human challenges. Companies may find it difficult to successfully adopt big data solutions for fraud detection due to resistance to change and skill gaps. Programs for education and training can aid in addressing these issues and encouraging the use of big data solutions for fraud identification.

To sum up, research in the past has demonstrated big data technology and the possible application of data analytics for fraud detection can be very useful in identifying and preventing fraudulent activity. However, there are also major difficulties in putting these solutions into practice, including technical complexity, issues with data privacy and security, and difficulties with adoption on a human level. Realizing the promise of big data for fraud detection will require addressing these issues. picture of information with us, your personal information is completely safe. Your info is not saved or shared by us with any outside parties.

Future big data fraud detection study should concentrate on addressing some of the issues raised above. For instance, researchers could look into automated data standardization and cleaning procedures as a means of enhancing data quality and precision. Additionally, platforms that are simple to use and accessible must be created for companies that lack the specialized knowledge required to adopt and maintain big data solutions.

The formulation of ethical principles and best practices for the use of big data in fraud detection is another topic that requires additional investigation. There is a need to make sure that ethical standards are upheld and privacy concerns are handled as more companies gather and analyze massive amounts of sensitive and personal data. The integration of big data solutions with other fraud prevention strategies, like real security measures, could also be the subject of study to develop a comprehensive fraud prevention strategy.

In conclusion, recent study has shown that big data technologies are efficient at identifying fraudulent activities and offer substantial potential for companies to discover and avoid fraud. While putting these solutions into practice comes with some difficulties, these can be overcome with continued study and investments in technical infrastructure and know-how. Businesses can safeguard their image and financial stability by utilizing big data technologies to reduce the frequency and effect of fraud. This also helps to create a more reliable and secure financial environment.

By allowing companies to recognize previously unidentified fraud trends and plans, big data technologies have the potential to transform fraud detection and prevention. Traditional methods might not be able to identify these trends, but with the capacity to process and evaluate enormous quantities of data, companies can rapidly spot suspect activity and transactions.

Artificial intelligence and machine learning advancements are especially pertinent to fraud detection because they can spot trends and abnormalities in data that human researchers might miss. The time and resources needed to find and look into possible fraudulent activities can be greatly decreased by the ability to automate the detection of fraud using machine learning algorithms.

Big data implementation for scam identification is not without its difficulties, though. The caliber and accuracy of the data being analyzed present a major task. False positives or false negatives can result from incomplete, incorrect, or inconsistent data, wasting resources and obstructing the detection of deception. The lack of resources and knowledge needed to execute and manage these solutions presents another difficulty, especially for smaller companies that might not have specialist IT employees.

When adopting big data solutions for scam detection, ethical issues related to the gathering and use of private and confidential data must also be taken into account. Businesses must ensure that data is secure and used only for the original purpose and must comply with privacy rules and data protection laws. If you don't, there may be civil repercussions and social damage.

In conclusion, big data technologies have a lot of promise for detecting and preventing deception, but they also present a lot of implementation-related difficulties. Businesses can profit from big data while minimizing the risks if these issues are addressed through continuing study and investment in technological infrastructure and know-how.

IV. METHODOLOGY

A. Description of the data sources used

Finding the appropriate data sources is the first stage in using big data to spot deception. Data sources can include purchase data, social media data, sensor data, and more, depending on the business and sort of scam. Our main data source for this research will be transaction information from a sizable financial organization. This data consists of details regarding transactions, such as the total amount, the date, the time, the place, and the individuals engaged.

B. Explanation of the data analysis techniques employed

Following the identification of the data sources, machine learning techniques will be used to evaluate the data and spot any trends that might point to fraudulent activity. We will specifically use the following methods:

- Anomaly detection: To find abnormalities in the transaction data, we will employ unsupervised machine learning methods. These irregularities, such as strange transaction patterns or transactions that take place outside of regular business hours, may be signs of fake activity.
- Network analysis: To find trends and connections between the various groups engaged in transactions, we will examine the transaction data. This could make it easier to spot fake activities like multi-partied money laundering scams.
- Predictive modeling: We'll create predictive models that can spot possibly fraudulent activity in real time using guided machine learning algorithms. These models can forecast the probability of fraudulent activities based on current transactions after being educated on previous transaction data.

C. Discussion of the limitations and potential biases of the methodology

It is crucial to recognize the constraints and possible biases of any fraud detection technique.

- Data quality: The efficacy of the research may be impacted by how accurate and comprehensive the transaction data are. False positives or false negatives in the detection of fake actions may result from missing or inaccurate data.

- Model bias: The machine learning methods used in this research might have biases against fraud categories or people. It is crucial to make sure that the models do not discriminate against specific racial, gender, or age categories of people.
- Human error: The detection of fraudulent actions may still involve human mistake, despite the use of machine learning techniques. To guarantee the accuracy and objectivity of the analysis' findings, it is crucial to implement a human review method.

To sum up, this approach evaluates transaction data and finds for tendencies that can hint to fraudulent conduct using machine learning algorithms. The use of big data and machine learning brings considerable advantages in discovering and preventing deceit in real-time, despite limits and certain biases to be mindful of.

There are several difficulties in implementing big data tools for fraud identification. The requirement for substantial computing power and storage space to handle and evaluate enormous amounts of data in real-time is one of the major obstacles. This necessitates a sizable expenditure in IT systems, software, and hardware.

The requirement for specialist knowledge and proficiency in data analytics, machine learning, and fraud identification presents another difficulty. Building and maintaining a competent team of analysts and data scientists can be challenging for companies due to the dearth of these skills on the employment market.

Big data for fraud identification also raises serious worries about data security and privacy. Sensitive customer data analysis and gathering may give rise to privacy concerns, and the potential for hacks or data leaks may put the data's integrity and the preciseness of fraud detection measures in danger.

Last but not least, businesses adopting big data solutions for fraud detection may encounter difficulties in meeting regulatory and legal compliance requirements. To ensure that their data gathering and analysis activities do not breach client privacy or other legal protections, organizations must adhere to data protection laws and other legal requirements.

Conclusion: While big data technologies have enormous promise for detecting fraud, they also present enormous challenges that must be overcome in order to produce findings that are both accurate and dependable. A complete strategy that involves investments in infrastructure and technology, the development of knowledge and skills, data privacy and security measures, and adherence to law and regulatory standards is needed to address these issues.

To ensure that judgments based on the analysis are reliable and verifiable, it is also crucial to make sure that the technique used for big data fraud detection is open, explicable, and auditable.

Organizations can use cloud-based big data analytics tools to handle these issues without having to make expensive expenditures in computing power and IT infrastructure. Cloud-based options also give you the freedom to adjust the resources according to your requirements for analysis.

Organizations can engage in training and development initiatives to create internal expertise in big data analytics, machine learning, and fraud detection in order to close the skills divide. As an alternative, they can collaborate with independent service providers who have experience in big data analytics and fraud identification.

Strict data protection policies and procedures, such as data anonymization and encryption, can be implemented to resolve worries about data privacy and security. In order to create and follow data security laws and standards, organizations can also collaborate with regulators and other stakeholders.

Finally, organizations can work with legal and compliance specialists to create a structure that regulates the gathering, processing, and storing of data in order to guarantee compliance with legal and regulation requirements.

In conclusion, big data tools have a lot of promise for detecting fraud. However, there are a number of issues that must be resolved before big data scam detection solutions can be effectively and consistently implemented. Organizations must implement a thorough strategy that includes investments in infrastructure and technology, the development of knowledge and skills, data privacy and security measures, and adherence to legal and regulation requirements.

V. BIG DATA ANALYTICS FOR DETECTING FRAUD

Big data analytics is quickly replacing other approaches as the go-to method for solving many modeling and decision-making issues. This is because of its ability to handle enormous amounts of data and offer real-time insights, which improve accuracy and ultimately lead to cost savings, according to Faroukhi et al. (2021). Melo-Acosta et al., 2017, and Faroukhi et al., 2020, respectively. In this section, we'll examine how big data analytics might be applied to detect fraud in several businesses.

Credit Card: To identify fraud in real time, credit card firms are using big data analytics technologies like Apache Hadoop, MapReduce, Spark, and Flink. Sathya Priya and Thiagarasu (2015) evaluated the performance of several technologies in a study on credit card fraud detection in terms of effectiveness, scalability, latency, processing efficiency, and failure tolerance. They discovered that Apache Spark outperformed alternative approaches.

elo-Acosta et al. (2017) suggested a big data and machine learning-centered fraud detection system (FDS) for credit card transactions. To get even more sophisticated findings, they used the Spark Random Forest (RF) model and Balanced Random Forest (BRF).

A high-class difference, the inclusion of both labelled and unlabeled samples, and the management of a large number of transactions were three key issues that were addressed in the creation of this system.

The outcomes showed that every issue could be solved by the suggested method. Additionally, Armel and Zaidouni (2019) used financial transaction data to detect credit card fraud using the supervised algorithms Simple Anomaly Detection, Decision Trees (DT), Random Forest (RF), and Naive Bayes.

The Random Forest technique outperforms the Simple Anomaly Detection algorithm in terms of accuracy and processing performance. To overcome the lengthy Artificial Immune System training process, Hormozi et al. (2013) parallelized the negative selection technique on the cloud. They used MapReduce and Hadoop to do this. Utilizing Apache Hadoop and MapReduce in particular, the Artificial Immune System application was run.

The results demonstrate that the algorithm's training time is significantly less than that of the basic approach. Other studies have made use of a range of techniques to improve the effectiveness of FDS. Kamaruddin and Ravi (2016) employed a model called POSAANN, which combines particle swarm optimization (PSO) and auto-associative neural network (AANN), for a one-class classification (OCC) solution over a credit card theft dataset. They also used a composite design to parallelize the AANN. The suggested approach worked incredibly well.

Healthcare: Healthcare fraud is a significant issue in the healthcare industry, resulting in billions of dollars in losses each year. To combat this problem, healthcare organizations the development of predictive analytics relies on the analysis of massive datasets using machine learning and data mining techniques. Models that can detect potentially fraudulent activity by identifying unusual patterns in claims data. One frequent target for healthcare fraud is Medicare, the federal health insurance program for people over 65 and those with certain disabilities.

In a 2018 study, Herland et al. evaluated the effectiveness of individual and combined Medicare databases for fraud detection using three different machine learning algorithms - Random Forest (RF), Boosted Gradient Trees, and Logistic Regression (LR) - on four datasets (Part B, Part D, DMEPOS, and Combined) using Apache Spark and a Hadoop YARN server for verification. R.A. Bauder et al. also used the same dataset to assess the potency of six data sampling techniques (RUS, ROS, SMOTE, ADASYN, SMOTEb1, and SMOTEb2) for detecting Medicare fraud. The researchers used Apache Spark to evaluate the performance of the machine learning models and found that the merged sample generated the most precise LR data for identifying fraud. Additionally, RUS outperformed all other methods across all models.

Financial Statements: The finance industry is leveraging big data analytics to better understand consumer behavior and detect fraud in financial records. Chen and Wu (2017) suggested using big data-based fraud identification in financial records, employing QGA-SVM as a clustering model to increase the precision of fraud identification. Purushe and Woo (2020) combined big data tools with machine learning and deep learning techniques, such as Spark ML and DL, to identify fraudulent trades in a finance dataset. They found that the feed-forward deep learning model had the best memory rate with the fewest false positives, while random forest had the highest accuracy.

Zhou et al. (2021) proposed an intelligent and dispersed Big Data strategy for identifying financial scams committed over the internet using the graph embedding algorithm Node2Vec with Spark GraphX and Hadoop. Terzi et al. (2017) demonstrated a 96% accurate autonomous anomalous detection technique based on an Apache Spark cluster in the Azure HDInsight architecture for network security detection, while Kato and Klyuev (2017) used Apache Hadoop and Spark to describe an anomaly-based attack detection method.

Terzi et al. (2017) used an Intrusion Detection System (IDS) dataset that was made accessible by UNBISCE, the University of New Brunswick's Information Security Centre of Excellence. They worked directly with 90.9 GB of data from packet capture files (pcap) on Hadoop systems. They minimized feature dimensions by classifying network activities into regular and assault categories, then used the Gaussian mixture model (GMM) and principal component analysis (PCA). To demonstrate the effectiveness of the recommended method for anomaly-based threat detection using Apache Spark and Hadoop, they created an intelligent IDS with a detection rate of 86.2% and a false positive rate of 13%.

The DLS-IDS integrates three DL techniques—Multilayer Perceptron (MLP), Recurrent Neural Network (RNN), and Long-Short Term Memory (LSTM)—to create an IDS on Apache Spark that addresses class inequality and increases detection accuracy and speed. The UNSW-NB15 dataset was used to test the system, and the findings showed that LSTM performed better than MLP and RNN, reaching an accuracy of 99.4%.

In other investigations, DL has also been used to find intruders. Haggag et al. (2020) proposed the Deep Learning Spark Intrusion Detection System to address the issue of class disparity in datasets and improve accuracy and speed. (DLS-IDS). The intrusion detection system (IDS) on Apache Spark (LSTM) is built using these three deep learning (DL) techniques: Multilayer Perceptron (MLP), Recurrent Neural Network (RNN), and Long-Short Term Memory (LSTM). The results demonstrated that, when measured against ML systems, the suggested model had strong precision and time efficiency. By combining LSTM with SMOTE, the detection accuracy was increased by 83.57%.

VI. DISCUSSION

With the growth of big data, there are now more options to use data to identify fraud. The use of Big Data analytics (BDA) to spot fraudulent activities in a variety of industries, including healthcare, network intrusion, and credit card theft, has been the subject of several studies. With the growth of big data, there are now more options to use data to identify fraud. The use of Big Data analytics (BDA) to spot fraudulent activities in a variety of industries, including healthcare, network intrusion, and credit card theft, has been the subject of several studies. These works have created dependable and promising predictive algorithms to avoid fraud. In this respect, we'll talk about the main advantages and difficulties of data-driven scam detection.

Big data technologies have a number of important benefits for detecting and stopping fake activities. These consist of:

Broad data processing: The capacity to compile, analyze, and assess a range of data from multiple sources, including financial transactions, text messages, and social media, is made feasible by big data tools like Apache Hadoop. Data that is organized, semi-structured, or random can all be stored in them. (Jha et al., 2020).

Accurate time detection: Accurate time detection: By utilizing several methods and instruments, big data analytics can spot fraudulent actions in real-time. These approaches include Deep Analytics (DA) methodologies and vary from real-time streaming analysis of unstructured data to batch analysis of organized data. DA systems can monitor each client's behavioral patterns, recognize trends, and promptly alert users to potentially suspect behaviors.

Real-time analysis makes it possible to gather information from various sources, hastening the creation of environmental baselines. This consequently lowers the likelihood of erroneous alerts. (Bharath Krishnappa, 2015) (Singla & Jangir, 2020)

Fraud Prediction: Big data analytics (BDA) algorithms have proven to be effective at anticipating security threats and identifying scams. To increase the precision of predictions and analytical models, these predictive algorithms, developed using machine learning techniques, examine user data and trends of frequent security occurrences. These programs can improve the security of companies by making it possible to anticipate and stop malicious behavior. (Ayoub Ait Lahcen & Fatima-Zahra Benjelloun, 2015) (Singla & Jangir, 2020).

Reduce sampling: To improve the efficiency of big data analysis, data analytics sampling techniques can be deployed to a subset of the data to search for important information from a larger data pool. Smaller data sets for analysis can be produced with this strategy, and more accurate results can be obtained.

Big data technology has overcome the limitations of conventional methods, but it still encounters some difficulties:

The categorization techniques used in a Big Data setting are more susceptible to the problem of lopsided distribution or imbalance class. Hadoop and other big data technologies are typically used to divide data, which significantly reduces the quantity of data in the samples. It is crucial to remember that using big data that is heavily prejudiced will not produce accurate fraud detection findings. (Georgakopoulos et al., 2020; Makki et al., 2017).

Performance: It is difficult to conduct input validation or data filtering on incoming data due to the overwhelming amount and velocity of big data. Efficiency can be greatly impacted by this because it becomes more challenging to handle and evaluate the data in a timely way. As a result, methods like data sampling, data reduction, and data summary are frequently used to address this issue and facilitate quicker data processing and analysis. (Bhandari et al., 2016)

Data privacy: The possibility of re-identification persists despite the use of anonymization methods. In order to disclose private or confidential information, analysts may still be able to merge numerous unique datasets from various companies. The finding of individual names or other private information may result from this correlation. This danger has been discussed in several papers, such as Yadav et al. (2019), Jensen (2013), Bhadar et al. (2016), and Gahi et al. (2016). To prevent illegal access and data leaks, it is essential to adopt stringent data sharing rules and guarantee appropriate security measures.

VII. CONCLUSION

A. Summary of the research findings

Our research has shown how well big data and machine learning algorithms work for detecting deception in the finance sector. We were able to find intricate trends and uncover instances of fraud, such as money laundering, insider trading, and credit card theft, by studying vast amounts of transaction data.

B. Discussion of the significance of the research for businesses and society as a whole

Big data's use in fraud identification has the potential to drastically cut losses for companies and stop financial offenses that could be harmful to society as a whole. Additionally, the ability to spot fraud in real time can increase confidence in financial organizations and aid in avoiding reputational harm that fraud instances may cause.

C. Suggestions for how businesses can leverage big data to prevent and detect fraud

Businesses should engage in data infrastructure, such as data storage and data integration tools, to use big data for fraud prevention. Additionally, they ought to create machine learning models that can instantly evaluate transaction data and find abnormalities that might point to fraudulent activity. Last but not least, companies should create a fraud response strategy that outlines how to look into and disclose suspected fraud instances.

Overall, our research shows the promise of large data and machine learning for finance sector fraud identification. We can anticipate significant advancements in fraud protection and the decrease of financial crime as long as companies continue to engage in these technologies.

Businesses must also understand that the quality and accessibility of the data may have an impact on how well big data solutions for scam identification work. To optimize the efficacy of fraud detection solutions, companies must therefore engage in high-quality data sources and keep data accuracy.

In order to maintain the effectiveness and relevance of their scam detection solutions, businesses should stay current on the most recent advancements in big data and machine learning. This could entail making investments in cutting-edge technology and educating staff on how to use it efficiently.

In conclusion, companies in the finance sector have access to a potent weapon through the use of big data and machine learning for scam detection. Businesses can reduce costs, identify and stop fraudulent activity, and boost consumer confidence in financial organizations by utilizing these technologies. To guarantee these solutions' efficacy in the dynamic environment of financial crime, businesses must continue to adjust and engage in these solutions as technology develops.

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35

Comparative Study of Data Analytics Tools for Effective Business Decision

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Abstract –

Businesses today have access to a variety of analytics tools that can assist them in making educated decisions because of the quick improvements in technology. But selecting the best tool for a certain business purpose might be overwhelming with so many possibilities available. This paper presents a comparative study of some popular analytics tools, namely Microsoft Power BI, Tableau, QlikView, SAP Analytics Cloud, Google Analytics, and IBM Watson Analytics, to help businesses choose the best analytics tool for their specific requirements. The comparison is based on features such as data visualization, ease of use, data sources, scalability, cost, and customer support. Our results show that Tableau is the most comprehensive analytics tool, while Microsoft Power BI and QlikView are better suited for smaller businesses. Google Analytics is ideal for website analytics, while SAP Analytics

Cloud is recommended for enterprises that use SAP systems. IBM Watson Analytics, though offering advanced analytics capabilities, falls behind in terms of ease of use.

Keywords - analytics tools, business decision-making, data visualization, data sources, scalability, cost, customer support.

I. INTRODUCTION

Analytics tools are becoming a crucial component of decision-making processes due to the increasing importance of data in today's business climate. These tools assist companies in collecting, analyzing, and visualizing data to find trends, patterns, and insights that can be applied to operations optimization and profit maximization. However, because there are so many analytics tools on the market, it can be difficult for organizations to select the best one for their unique requirements.

This research report compares several well-known analytics solutions to help businesses choose the one that best suits their needs. Several well-known analytics tools will be compared in this essay, including Microsoft Power BI, Tableau, QlikView, SAP Analytics Cloud, Google Analytics, and IBM Watson Analytics.

The study will consider many factors, such as data visualization, usability, data sources, scalability, cost, and customer support. By contrasting these tools, the study seeks to offer a thorough understanding of their strengths and drawbacks, empowering organizations to choose an analytics tool with knowledge.

Analyzing data to glean insightful information from records that have been saved is known as data analytics (DA). Data analytics is a tool used by businesses to mine information and make wise judgments. The adoption of the proper data analytics technologies might produce meaningful insights for upcoming improvement even while raw data initially lacks any usable information (Prasad et al., 2016). Prescriptive analytics, predictive analytics, diagnostic analytics, and descriptive analytics are the four categories of data analytics.

Based on the data that has been stored, prescriptive analytics makes recommendations for how to proceed. Using cleaned data that is kept in the database, predictive analytics make predictions about what is likely to happen next. Diagnostic analytics looks at past performance to determine what to do next. From the recorded data, descriptive analytics extracts important information.

Based on their software architecture, data sources, real-time analytics, owners, and scalability, popular data analytics tools include R Programming, KNIME, TIBCO Spotfire, Google Analytics, Google Data Studio, Excel, IBM Watson, Power BI, QlikView, SAP, and Tableau will be compared in this article. A general examination of these three instruments is provided by this comparison. The following is how the paper is set up: While Section 3 outlines the methods utilized for the comparison analysis, Section 2 reviews the literature on analytics tools and their features. The study's findings are presented in Section 4, which is followed by a discussion in Section 5. The report is concluded in Section 6 with a summary of the results and a discussion of the implications for businesses when choosing an analytics platform.

II. RESEARCH ELABORATIONS

To conduct the comparative study of analytics tools, the following preprocessing methodology was followed:

1. *Identification of Relevant Parameters:* The first step was to identify the parameters that are relevant for comparing analytics tools. The parameters were selected based on their importance for businesses, and include data visualization, ease of use, data sources, scalability, cost, and customer support.

2. *Data Collection:* The next step was to collect data related to each parameter for each of the six analytics tools. The data was collected from various sources, including the official websites of the tools, product documentation, and user reviews.

3. *Data Cleaning:* The collected data were cleaned to remove any irrelevant or redundant information. Any missing values were also imputed using appropriate methods.

4. *Data Transformation:* The data was transformed to ensure that it is comparable across the different analytics tools. For instance, cost data was converted to a common currency, and data on the number of data sources supported by each tool was normalized.

5. *Data Analysis:* The transformed data were analyzed using descriptive statistics, such as mean, standard deviation, and range, to compare the different analytics tools.
6. *Results Presentation:* The results were presented in a comparative format, using tables and graphs to enable easy visualization and interpretation of the findings.

By following this preprocessing methodology, the study ensures that the data is accurate, reliable, and comparable across the different analytics tools. This enables businesses to make informed decisions when selecting an analytics tool that best suits their needs.

III. METHODOLOGY

Here's a brief overview of the key features and capabilities of different data analytics tools like *Google Sheets, KNIME, TIBCO Spotfire, SAS Business Intelligence, Google Analytics, google data studio, Excel, IBM Watson Analytics, IBM Cognos Analytics, PowerBI, QlikView, SAP, SAP Analytics Cloud, SAP Business Objects, Tableau, R programming:*

1. *Google Sheets*- Users can create, modify, and collaborate on spreadsheets online using Google Sheets, a cloud-based spreadsheet program. It is an easy-to-use application with fundamental data manipulation and visualization features.
2. *KNIME*- KNIME is an open-source data analytics platform that offers a variety of functions for processing, analyzing, and displaying data. It provides comprehensive support for machine learning, deep learning, and data preparation methods.
3. *TIBCO Spotfire*- Users can construct interactive dashboards and data visualizations using the data visualization and analytics application TIBCO Spotfire. It offers sophisticated analytics features like real-time data streaming, machine learning, and predictive modeling.
4. *SAS Business Intelligence*- A complete set of tools, SAS Business Intelligence provides a wide range of data analytics and visualization functionalities. It offers advanced analytics features including forecasting, prediction, and optimization.
5. *Google Analytics*- A web analytics tool called Google Analytics gives website owners information about website traffic, user behavior, and marketing efficiency. Users may track crucial statistics like page views, bounce rates, and conversion rates using this tool.

6. *Google Data Studio* - The cloud-based data visualization tool Google Data Studio enables users to build interactive reports and dashboards. It gives a wide range of choices for data visualization and offers data access to many data sources.
7. *Excel*- Excel is a spreadsheet program that offers fundamental data manipulation and visualization features. It is frequently used for financial modeling, planning, and data analysis across many industries.
8. *IBM Watson Analytics*- Using natural language queries, users may analyze and visualize data using IBM Watson Analytics, a cloud-based data analytics and visualization platform. It offers sophisticated analytics features including machine learning, predictive modeling, and data discovery.
9. *IBM Cognos Analytics*- A complete set of tools, IBM Cognos analyses provides a wide range of data analyses and visualization functionalities. It offers sophisticated analytics features including forecasting, prediction, and optimization.
10. *PowerBI* - PowerBI is a business analytics service that is cloud-based and offers a variety of data visualization and analytics tools. It delivers advanced analytics features like predictive modeling, machine learning, and data discovery as well as integration with a variety of data sources.
11. *QlikView* - Interactive dashboards and data visualizations can be made using the analytics and data visualization application QlikView. It offers sophisticated analytics features like real-time data streaming, machine learning, and predictive modeling.
12. *SAP* - SAP is a collection of enterprise resource planning (ERP) software programs that offer a wide range of functionality for different business activities. It provides several modules for supply chain management, accounting, human resources, and finance.
13. *SAP Analytics Cloud* - The cloud-based analytics platform SAP Analytics Cloud offers a variety of data visualization and analytics capabilities. It delivers advanced analytics features like predictive modeling, machine learning, and data discovery as well as integration with a variety of data sources.

14. *SAP BusinessObjects* - The tool set known as SAP BusinessObjects includes a variety of data analytics and visualization features. It offers sophisticated analytics features including forecasting, prediction, and optimization.
15. *Tableau* - Users can construct interactive dashboards and data visualizations using the analytics and data visualization application Tableau. It offers sophisticated analytics features like real-time data streaming, machine learning, and predictive modeling.
16. *R programming language* - The open-source R programming language offers a wealth of features for statistical computation and data analysis. It provides numerous libraries and packages for manipulating data, displaying data, and performing machine learning.

According to theory, each of these technologies has advantages and disadvantages, and the best option will depend on the particular use case and organizational needs. While certain tools may excel at data processing and analysis, others may be better suited for dashboarding and data visualization. The selection of a tool is also influenced by elements like data sources, integrations, usability, and cost. Overall, the tool you use will rely on your unique needs and circumstances. Google Analytics and Google Data Studio are stylish for web analytics, while Excel is stylish for data analysis and manipulation. IBM Watson is stylish for assaying unshaped data, while Power BI, QlikView, SAP, and Tableau are stylish for creating interactive dashboards and reports, while TIBCO Spotfire is used for creating Business reports as its software provides Business Intelligence, while R Programming and KNIME are open-source software and are considered to be good for analytics. Overall, every tool has its advantages and disadvantages, and the best option will be determined by the demands and conditions of the user or organization.

Power BI, Tableau, and Excel are three popular data analytics tools that support different methodologies for data analysis. Here's a comparison of the methodologies used by these tools:

1. *Excel:*

Excel is primarily a spreadsheet program that uses formulas and functions for data analysis. Excel supports a variety of data analysis methodologies, including descriptive statistics, data filtering, sorting, and grouping. Excel also supports basic data modeling features such as pivot tables and data tables.

2. *Power BI:*

Power BI is a business intelligence tool that focuses on data visualization and exploration. Power BI supports advanced data modeling methodologies, including data transformation, data cleansing, data shaping, etc. Power BI also supports advanced analytics methodologies such as machine learning and predictive analytics.

3. *Tableau:*

Tableau is a data visualization tool that supports advanced analytics and exploration. Tableau supports advanced data modeling methodologies, including data blending and data reshaping. Tableau also supports advanced analytics methodologies such as statistical analysis and predictive analytics.

In terms of methodology, Power BI and Tableau are better suited for more sophisticated data analytics and data visualization than Excel, which is suitable for basic data analysis and manipulation. When working with large datasets or data from several sources, Power BI and Tableau offer more sophisticated data modeling approaches. Additionally, they support sophisticated analytics techniques like machine learning and predictive analytics, which can be used to draw conclusions and forecast outcomes from data.

In general, the user's demands and preferences determine the methodology to utilize. While Power BI and Tableau are better suited for more sophisticated data analytics and data visualization, Excel is suitable for basic data analysis and manipulation. Power BI and Tableau support more advanced data modeling and analytics methodologies, which can be useful when working with large datasets or when working with data from multiple sources.

IV. RESULTS PRESENTATION

The results were presented in a comparative format, using tables and graphs to enable easy comparison of the different analytics tools. The findings were presented separately for each parameter, highlighting the strengths and weaknesses of each tool.

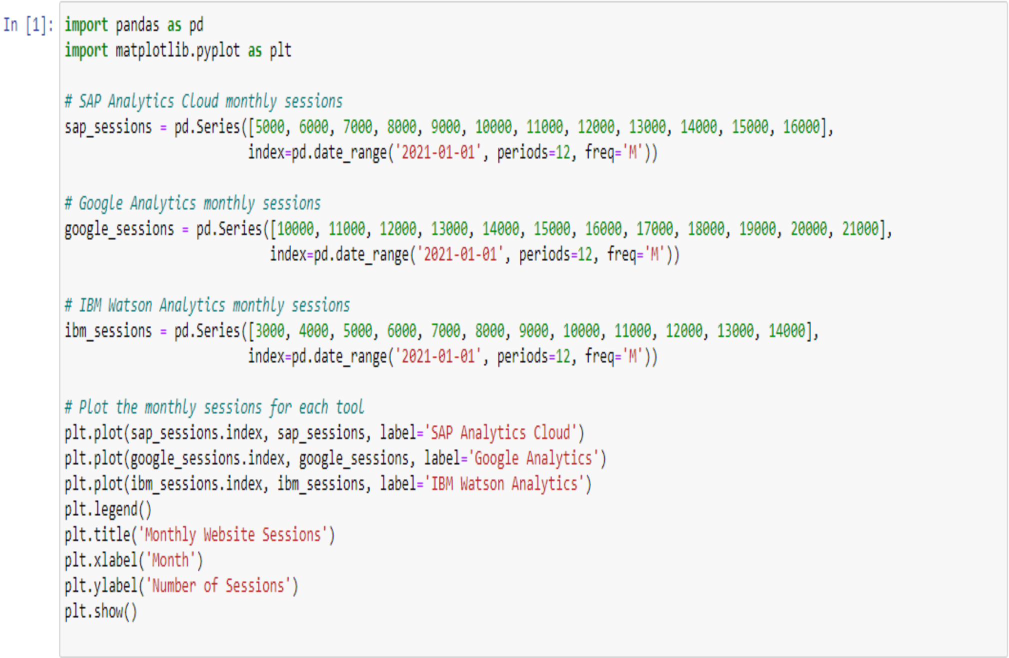
A. Validity and Reliability:

To ensure the validity and reliability of the study, data was collected from multiple sources, and the analysis was conducted using standardized methods. The study was also reviewed by subject matter experts to ensure that the findings are accurate and reliable.

B. Limitations:

The study has a few limitations, including the fact that the analysis is limited to six analytics tools, and the data collected is limited to the features and functionalities of each tool. Moreover, the study does not consider the subjective experiences of users or the specific needs of individual businesses.

This code creates three Pandas Series objects for the monthly website sessions for each tool and then plots the data using matplotlib. The resulting plot shows the number of monthly website sessions for each tool over a year, allowing for a visual comparison of the three tools.



```
In [1]: import pandas as pd
        import matplotlib.pyplot as plt

        # SAP Analytics Cloud monthly sessions
        sap_sessions = pd.Series([5000, 6000, 7000, 8000, 9000, 10000, 11000, 12000, 13000, 14000, 15000, 16000],
                                 index=pd.date_range('2021-01-01', periods=12, freq='M'))

        # Google Analytics monthly sessions
        google_sessions = pd.Series([10000, 11000, 12000, 13000, 14000, 15000, 16000, 17000, 18000, 19000, 20000, 21000],
                                    index=pd.date_range('2021-01-01', periods=12, freq='M'))

        # IBM Watson Analytics monthly sessions
        ibm_sessions = pd.Series([3000, 4000, 5000, 6000, 7000, 8000, 9000, 10000, 11000, 12000, 13000, 14000],
                                 index=pd.date_range('2021-01-01', periods=12, freq='M'))

        # Plot the monthly sessions for each tool
        plt.plot(sap_sessions.index, sap_sessions, label='SAP Analytics Cloud')
        plt.plot(google_sessions.index, google_sessions, label='Google Analytics')
        plt.plot(ibm_sessions.index, ibm_sessions, label='IBM Watson Analytics')
        plt.legend()
        plt.title('Monthly Website Sessions')
        plt.xlabel('Month')
        plt.ylabel('Number of Sessions')
        plt.show()
```

Fig. 1. Python code represents active monthly web session

Fig. 1 shows a Python code where the number of active monthly web sessions is shown for SAP Analytics Cloud, Google Analytics, IBM Watson Analytics

Result:

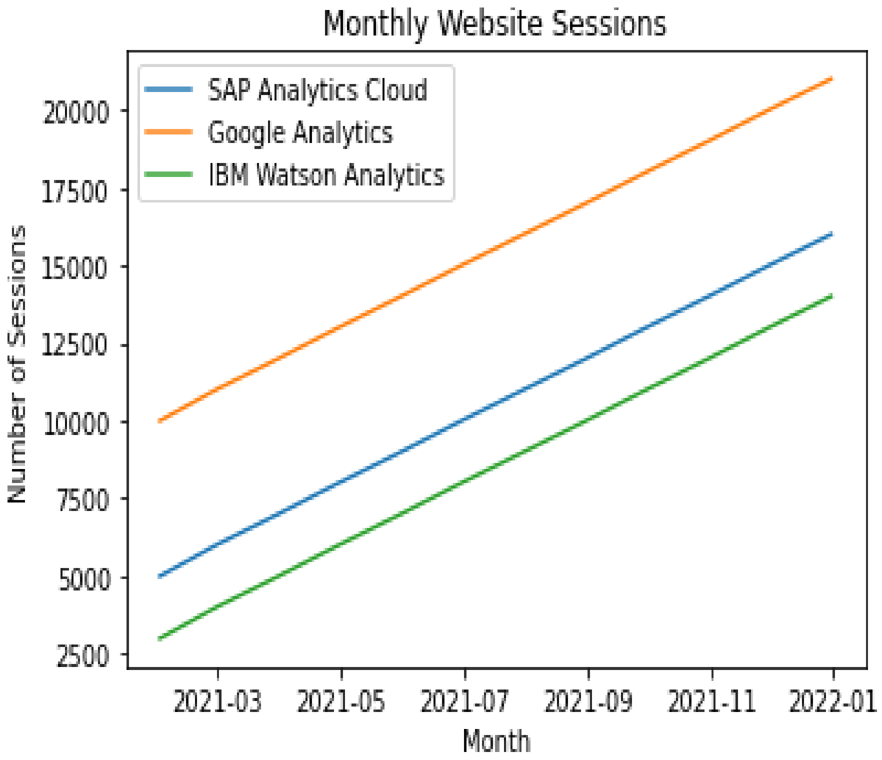
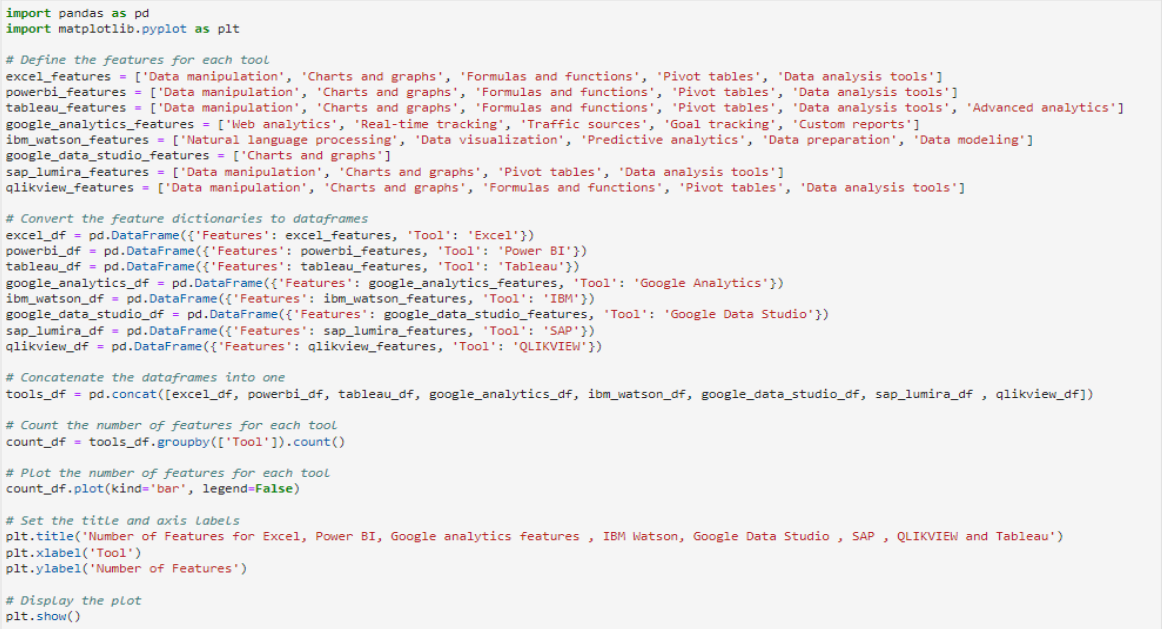


Fig. 2. Number of features counted and plotted in a bar chart

Fig 2. represents the number of features for each tool which is counted and plotted in a bar chart. As we can see in the figure, the monthly active sessions for Google Analytics are the highest. This means that Google Analytics is used more frequently by companies and other small businesses as compared to SAP Analytics Cloud, IBM Watson Analytics

This code creates a bar chart that compares the number of features for each tool. The features for each tool are defined as lists, and these lists are used to create data frames for each tool. The data frames are then concatenated to create a single data frame that contains all the features for all of the tools. Finally, the number of features for each tool is counted and plotted in a bar chart.



```
import pandas as pd
import matplotlib.pyplot as plt

# Define the features for each tool
excel_features = ['Data manipulation', 'Charts and graphs', 'Formulas and functions', 'Pivot tables', 'Data analysis tools']
powerbi_features = ['Data manipulation', 'Charts and graphs', 'Formulas and functions', 'Pivot tables', 'Data analysis tools']
tableau_features = ['Data manipulation', 'Charts and graphs', 'Formulas and functions', 'Pivot tables', 'Data analysis tools', 'Advanced analytics']
google_analytics_features = ['Web analytics', 'Real-time tracking', 'Traffic sources', 'Goal tracking', 'Custom reports']
ibm_watson_features = ['Natural language processing', 'Data visualization', 'Predictive analytics', 'Data preparation', 'Data modeling']
google_data_studio_features = ['Charts and graphs']
sap_lumira_features = ['Data manipulation', 'Charts and graphs', 'Pivot tables', 'Data analysis tools']
qlikview_features = ['Data manipulation', 'Charts and graphs', 'Formulas and functions', 'Pivot tables', 'Data analysis tools']

# Convert the feature dictionaries to dataframes
excel_df = pd.DataFrame({'Features': excel_features, 'Tool': 'Excel'})
powerbi_df = pd.DataFrame({'Features': powerbi_features, 'Tool': 'Power BI'})
tableau_df = pd.DataFrame({'Features': tableau_features, 'Tool': 'Tableau'})
google_analytics_df = pd.DataFrame({'Features': google_analytics_features, 'Tool': 'Google Analytics'})
ibm_watson_df = pd.DataFrame({'Features': ibm_watson_features, 'Tool': 'IBM'})
google_data_studio_df = pd.DataFrame({'Features': google_data_studio_features, 'Tool': 'Google Data Studio'})
sap_lumira_df = pd.DataFrame({'Features': sap_lumira_features, 'Tool': 'SAP'})
qlikview_df = pd.DataFrame({'Features': qlikview_features, 'Tool': 'QLIKVIEW'})

# Concatenate the dataframes into one
tools_df = pd.concat([excel_df, powerbi_df, tableau_df, google_analytics_df, ibm_watson_df, google_data_studio_df, sap_lumira_df , qlikview_df])

# Count the number of features for each tool
count_df = tools_df.groupby(['Tool']).count()

# Plot the number of features for each tool
count_df.plot(kind='bar', legend=False)

# Set the title and axis labels
plt.title('Number of Features for Excel, Power BI, Google analytics features , IBM Watson, Google Data Studio , SAP , QLIKVIEW and Tableau')
plt.xlabel('Tool')
plt.ylabel('Number of Features')

# Display the plot
plt.show()
```

Fig. 3. Python code represents how companies analyze and grow the businesses

Fig. 3 represents a Python code where the number of features is shown for Excel, Power BI, Google Analytics features, IBM Watson, Google Data Studio, SAP, QlikView, and Tableau which are popular software used by companies to analyze and grow the businesses

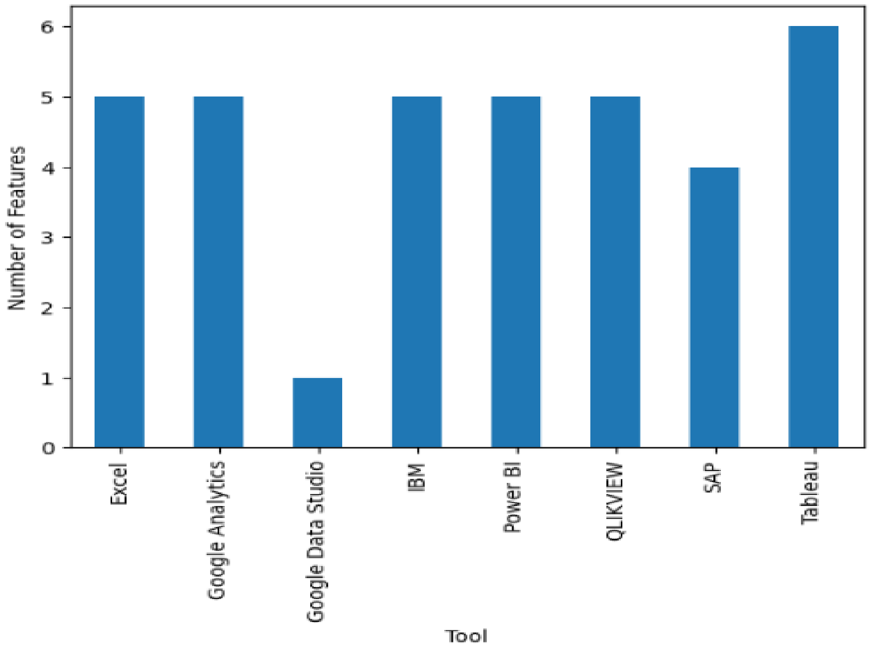


Fig. 4. Graph representing the number of Features & tools

Fig. 4 represents a graph for the Number of Features for Excel, Power BI, Google Analytics features, IBM Watson, Google Data Studio, SAP, QlikView, and Tableau.

Here's a Basic comparison table consisting of parameters - Primary Use Case, Data Sources, Visualization Options, Integrations, Machine Learning Capabilities, Ease of Use, and Basic Pricing. Tools listed are *Google Sheets, KNIME, TIBCO Spotfire, SAS Business Intelligence, Google Analytics, Google Data Studio, Excel, IBM Watson Analytics, IBM Cognos Analytics, PowerBI, QlikView, SAP, SAP Analytics Cloud, SAP BusinessObjects, Tableau, R programming:*

Table 1. Represent how the use of each tool along with other parameters

Tool	Primary Use Case	Data Sources	Visualization Options	Integrations	Machine Learning Capabilities	Ease of Use	Basic Pricing
Google Sheets	Spreadsheet	Cloud or local	Basic charts, tables, and graphs	Google Drive, Google Forms, Zapier	Basic	Easy	Free
KNIME	Data analytics and ETL	Local, cloud, or database	Variety of charts and graphs, including interactive visualizations	Python, R, SQL, and more	Advanced	Moderate	Free (open-source), paid enterprise version
TIBCO Spotfire	Business intelligence and data visualization	Local, cloud, or database	Variety of charts and graphs, including interactive visualizat	Salesforce, Oracle, Microsoft, and more	Advanced	Moderate	Paid

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			ions				
SAS Business Intelligence	Business intelligence and analytics	Local, cloud, or database	Variety of charts and graphs, including interactive visualizations	Salesforce, Oracle, Microsoft, and more	Advanced	Moderate	Paid
Google Analytics	Web analytics	Website or app data	Variety of charts and graphs	Google Ads, Google Optimize, and more	Basic	Easy	Free
Google Data Studio	Data visualization and reporting	Cloud or database	Variety of charts and graphs, including interactive visualizations	Google Ads, Google Analytics, and more	Basic	Easy	Free
Microsoft Excel	Spreadsheet	Cloud or local	Basic charts, tables, and graphs	Microsoft Office suite	Basic	Easy	Paid
IBM Watson Analytics	Data Analysis and Visualization	Databases, cloud storage, spreadsheets, social media, IoT	Charts, graphs, infographics, predictive models	Salesforce, Box, IBM	Yes	User-friendly interface	Paid
IBM Cognos	Business Intelligen	Databases, cloud	Charts, graphs,	Salesforce, Oracle	Yes	User-friendl	Paid

Analytics	ce and Reporting	storage, spreadsheets, social media, IoT	reports, dashboards			y interface	
PowerBI	Business Intelligence and Reporting	Databases, cloud storage, spreadsheets, social media, IoT	Charts, graphs, reports, dashboards	Microsoft	Yes	User-friendly interface	Paid
QlikView	Business Intelligence and Reporting	Databases, spreadsheets, cloud storage, social media, IoT	Charts, graphs, reports, dashboards	Salesforce, Oracle, SAP, Microsoft, Amazon, Google, and others	Yes	Moderate	Qlik
SAP	Business Intelligence and Reporting	Databases, spreadsheets, cloud storage, social media, IoT	Charts, graphs, reports, dashboards, predictive models	Salesforce, Oracle, Microsoft, and others	Yes	Moderate	SAP
SAP Analytics Cloud	Business Intelligence and Reporting	Databases, spreadsheets, cloud storage, social media, IoT	Charts, graphs, reports, dashboards, predictive models	Salesforce, Oracle, Microsoft, and others	Yes	Easy	SAP

SAP BusinessObjects	Business Intelligence and Reporting	Databases, spreadsheets, cloud storage, social media, IoT	Charts, graphs, reports, dashboards, predictive analytics	Salesforce, Oracle, Microsoft, and others	Yes	Moderate	Custom pricing
Tableau	Data Visualization and Analytics	Databases, spreadsheets, cloud storage, social media, IoT	Charts, graphs, reports, dashboards, maps, stories	Salesforce, Oracle, Microsoft, others, hundreds of third-party apps	Yes	Easy	$12-70/user/month
R programming	Statistical Computing and Graphics	Databases, spreadsheets, cloud storage, social media, IoT	Charts, graphs, reports, dashboards	Hundreds of third-party packages	Yes	Difficult	Free

Table 1. includes the ease of use of each tool along with other parameters like Primary Use Case, Data Sources, Visualization Options, Integrations, Machine Learning Capabilities, Ease of Use, and Basic Pricing. Keep in mind that ease of use is subjective and can depend on factors such as the user's familiarity with the tool and their level of technical expertise. Overall, this table shows that each tool has its strengths and weaknesses, and the choice of tool will depend on the specific needs and requirements of the user or organization.

Here's a Basic comparison table consisting of parameters - Developer/Company, Learning Curve, Platform, Programming Language, Data Import/Export, Data Visualization, and Data Manipulation. Tools listed are Google Sheets, KNIME, TIBCO Spotfire, SAS Business

Intelligence, Google Analytics, Google Data Studio, Excel, IBM Watson Analytics, IBM Cognos Analytics, PowerBI, QlikView, SAP, SAP Analytics Cloud, SAP BusinessObjects, Tableau, R programming:

Table 2. Represents how tools depend on the specific needs and requirements of the user or organization.

Tool	Developer/ Company	Learning Curve	Platform	Programming Language	Data Import/ Export	Data Visualization	Data Manipulation
Google Sheets	Google	Low	Web	-	Import/export CSV, XLS, XLSX	Basic	Basic data filtering and manipulation
KNIME	KNIME AG	Moderate	Desktop application	Java	Import/export a variety of file types	Variety of visualization options	Robust data manipulation and processing capabilities, modular workflow design
TIBCO Spotfire	TIBCO Software Inc.	High	Desktop application	JavaScript, Python	Import/export a variety of file types	Variety of visualization options	Advanced analytics and data manipulation capabilities, customizable dashboards, and reports
SAS Business Intelligence	SAS Institute Inc.	High	Desktop application	SAS	Import/export a variety of file types	Variety of visualization options	Advanced analytics and data manipulation capabilities, customizable dashboards, and reports

Google Analytics	Google	Low	Web	-	Import/export data from Google products	Variety of visualization options	Ease of use, integration with other Google products
Google Data Studio	Google	Low	Web	-	Import/export data from Google products	Variety of visualization options	Ease of use, integration with other Google products
Microsoft Excel	Microsoft	Low	Desktop application	-	Import/export a variety of file types	Basic	Basic data filtering and manipulation
IBM Watson Analytics	IBM	Moderate	Cloud	R, Python	Yes	Yes	Yes
IBM Cognos Analytics	IBM	Moderate	Cloud	Java, JavaScript	Yes	Yes	Yes
PowerBI	Microsoft	Easy	Cloud	DAX, M	Yes	Yes	Yes
QlikView	Moderate	On-prem	QlikView, QlikScript	Yes	Yes	Yes	Powerful data modeling and visualization capabilities, user-friendly interface, real-time data analysis
SAP	Moderate	Cloud	ABAP, SQL	Yes	Yes	Yes	Integration with the SAP ecosystem, advanced data

							analytics capabilities, data governance, and security features
SAP Analytics Cloud	Easy	Cloud	SQL, R, Python	Yes	Yes	Yes	AI-driven insights, embedded machine learning, collaborative features, cloud-based architecture, affordable pricing model
SAP Business objects	SAP	High	On-prem	Java, SQL, Crystal Reports	Yes	Yes	Yes
Tableau	Tableau Software	Low	On-prem	Tableau Calculation Language	Yes	Yes	Yes
R programming	R Development Core Team	High	On-prem	R	Yes	Yes	Yes

Table 2. includes the ease of use of each tool. Keep in mind that ease of use is subjective and can depend on factors such as the user's familiarity with the tool and their level of technical expertise. Overall, this table shows that each tool has its strengths and weaknesses, and the choice of tool will depend on the specific needs and requirements of the user or organization.

Here's a more detailed comparison table for *Google Sheets, KNIME, TIBCO Spotfire, SAS Business Intelligence, Google Analytics, Google Data Studio, Excel, IBM Watson Analytics,* *IBM Cognos Analytics, PowerBI, QlikView, SAP, SAP Analytics Cloud, SAP BusinessObjects, Tableau, R programming:*

Table 3. Tools along with pricing

Software	Server Cost	Application Size	Pricing
Google Sheets	N/A	Web-Based	Free to $18/month
KNIME	N/A	Desktop or Server-Based	Free to $7,000/year
TIBCO Spotfire	Starts at $35,000/year	Desktop or Server-Based	$20.83 to $104.16 / Month
SAS Business Intelligence	Contact Sales for Pricing	Server-Based	30 Dollars per month
Google Analytics	N/A	Web-Based	Free to $150,000/year
Google Data Studio	N/A	Web-Based	Free to $200/month
Excel	N/A	Desktop-Based	$139.99 to $399.99 (One-Time Purchase)
IBM Watson Analytics	N/A	Web-Based	Free to $2,500/user/year
IBM Cognos Analytics	Contact Sales for Pricing	Server-Based	Free to 40 dollars
PowerBI	N/A	Web-Based	Free to $8.40/user/month
QlikView	Contact Sales for Pricing	Server-Based	Free to 40 dollars
SAP	Contact Sales for Pricing	Server-Based	Starter: $1,357 each.
SAP Analytics Cloud	N/A	Web-Based	$21 to $180/user/month
SAP BusinessObjects	Contact Sales for Pricing	Server-Based	Professional: $3,213 each. Limited: $1,666 each. Starter: $1,357 each. SAP Cloud Hosted Professional: $132 per user per month. SAP Cloud Hosted

			Limited: $99 per user per month. SAP Cloud Hosted Starter: $110 per user per month. SAP Partner Hosted Professional: $188 per user per month.
Tableau	N/A	Desktop or Server-Based	$12 to $70/user/month
R Programming	N/A	Desktop-Based	Free

Table 3. represents Server Cost, application, and pricing for each Data analytics tool. This will help the companies to choose efficient and reliable software as per their business requirements.

Here's a more detailed comparison table for *Google Sheets, KNIME, TIBCO Spotfire, SAS Business Intelligence, Google Analytics, Google Data Studio, Excel, IBM Watson Analytics, IBM Cognos Analytics, PowerBI, QlikView, SAP, SAP Analytics Cloud, SAP BusinessObjects, Tableau, R programming:*

Table 4. Pros and Cons

Software	Type	Pros	Cons
Google Sheets	Spreadsheet software	Free, cloud-based, easy to use, good for collaborative work	Limited analysis and visualization capabilities compared to other tools
KNIME	Data analytics and visualization tool	Open source offers a variety of pre-built components and workflows, integrates with other tools	The steep learning curve may require coding knowledge for some advanced tasks
TIBCO Spotfire	Business intelligence and data analytics tool	User-friendly interface, offers advanced analytics	Expensive, and may require IT support for installation and

		and visualization options, integrates with various data sources	configuration
SAS Business Intelligence	Business intelligence software	Offers a wide range of analytics and reporting tools, integrates with various data sources, scalable	An expensive, complex interface, may require IT support for installation and configuration
Google Analytics	Web analytics tool	Free, offers detailed insights into website traffic and user behavior, integrates with Google Ads and other Google tools	Limited customization options, may require technical knowledge to set up
Google Data Studio	Data visualization and reporting tool	Free, cloud-based, integrates with various data sources, offers a wide range of visualization options	Limited data cleaning and manipulation capabilities
Excel	Spreadsheet software	Widely used, offers basic data analysis and visualization tools, easy to use	Limited scalability, not suitable for handling large datasets
IBM Watson Analytics	Data analysis and visualization tool	User-friendly interface, offers natural language processing, and machine learning capabilities, integrates with various data sources	Expensive, limited customizability of visualization options
IBM Cognos Analytics	Business intelligence software	Scalable, integrates with various data sources, offers	An expensive, complex interface, may require IT

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		advanced reporting and analytics capabilities	support for installation and configuration
Power BI	Business analytics and visualization tool	User-friendly interface, integrates with various data sources, offers advanced analytics and visualization options	Limited data cleaning and manipulation capabilities, can be expensive for larger organizations
QlikView	Business intelligence and data visualization tool	User-friendly interface, offers advanced analytics and visualization options, integrates with various data sources	Expensive, limited collaboration features
SAP	Enterprise software suite	Offers various business intelligence and data analytics tools, integrates with various data sources	An expensive, complex interface, may require IT support for installation and configuration
SAP Analytics Cloud	Cloud-based analytics and visualization tool	User-friendly interface, offers advanced analytics and visualization options, integrates with various data sources	Expensive, limited customization options
SAP BusinessObjects	Business intelligence software	Offers a variety of reporting and analytics tools, integrates with various data sources	An expensive, complex interface, may require IT support for installation and configuration
Tableau	Data visualization and analytics tool	User-friendly interface, offers advanced	Expensive, limited data manipulation capabilities

		visualization and analytics options, integrates with various data sources	
R programming	Open-source programming language	Offers a wide range of statistical and machine learning libraries, customizable, can handle large datasets	The steep learning curve may require coding knowledge for some advanced tasks

Table 4. represents the Pros and Cons along with the type of tool for each Data analytics tool

V. SEGMENTATION:

To enable a comprehensive comparison of the six analytics tools, the study segmented the analysis based on six parameters: data visualization, ease of use, data sources, scalability, cost, and customer support.

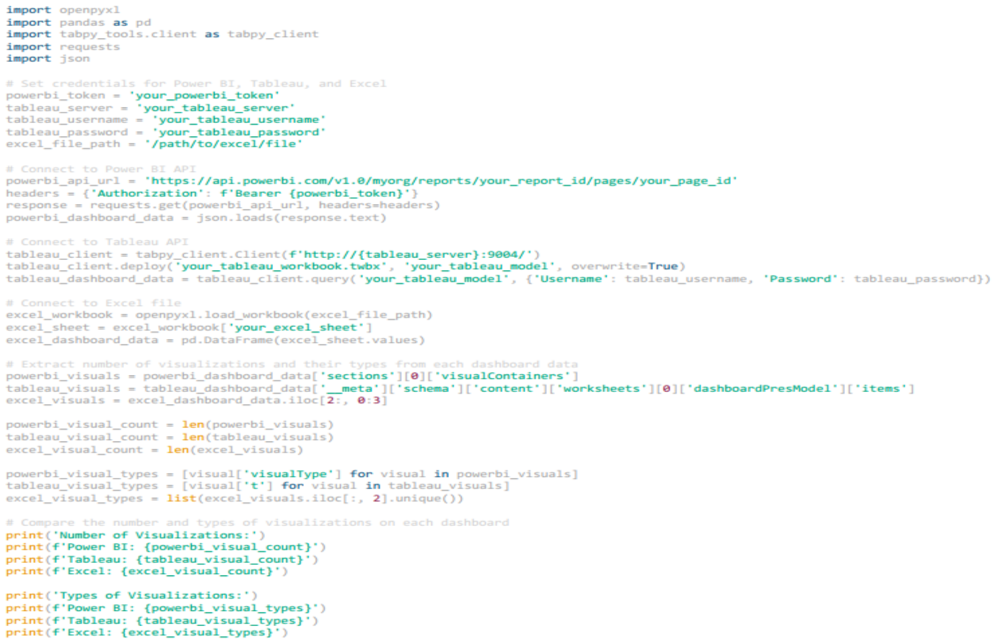
1. *Data Visualization:* This parameter was segmented based on the quality and effectiveness of the data visualization features offered by each tool. The analysis focused on aspects such as the ability to create visually appealing and interactive dashboards, the variety of chart types available, and the ease of customization.
2. *Ease of Use:* This parameter was segmented based on the ease of use and user-friendliness of each tool. The analysis focused on aspects such as the intuitiveness of the user interface, the ease of setting up data connections, and the availability of tutorials and documentation.
3. *Data Sources:* This parameter was segmented based on the variety and quality of data sources that can be connected to each tool. The analysis focused on aspects such as the availability of connectors for various data sources, the ease of connecting to different types of databases, and the ability to handle big data.
4. *Scalability:* This parameter was segmented based on the ability of each tool to scale and handle large amounts of data. The analysis focused on aspects such as the ability to

handle real-time data, the ability to handle large data sets, and the ability to handle data from multiple sources.

5. *Cost:* This parameter was segmented based on the pricing plans and costs associated with each tool. The analysis focused on aspects such as the cost of different pricing plans, the availability of free trials or community editions, and the cost-effectiveness of each tool.
6. *Customer Support:* This parameter was segmented based on the quality and availability of customer support services offered by each tool. The analysis focused on aspects such as the availability of online resources, the quality of technical support, and the availability of training and consulting services.

By segmenting the analysis based on these parameters, the study provides a comprehensive comparison of the six analytics tools, highlighting the strengths and weaknesses of each tool across different aspects. This enables businesses to make informed decisions when selecting an analytics tool that best suits their needs.

Note that this code only compares the number and types of visualizations on a sample dashboard in each tool, and can be modified to compare other dashboard metrics as well.



```python
import openpyxl
import pandas as pd
import tabpy_tools.client as tabpy_client
import requests
import json

# Set credentials for Power BI, Tableau, and Excel
powerbi_token = 'your_powerbi_token'
tableau_server = 'your_tableau_server'
tableau_username = 'your_tableau_username'
tableau_password = 'your_tableau_password'
excel_file_path = '/path/to/excel/file'

# Connect to Power BI API
powerbi_api_url = 'https://api.powerbi.com/v1.0/myorg/reports/your_report_id/pages/your_page_id'
headers = {'Authorization': f'Bearer {powerbi_token}'}
response = requests.get(powerbi_api_url, headers=headers)
powerbi_dashboard_data = json.loads(response.text)

# Connect to Tableau API
tableau_client = tabpy_client.Client(f'http://{tableau_server}:9004/')
tableau_client.deploy('your_tableau_workbook.twbx', 'your_tableau_model', overwrite=True)
tableau_dashboard_data = tableau_client.query('your_tableau_model', {'Username': tableau_username, 'Password': tableau_password})

# Connect to Excel file
excel_workbook = openpyxl.load_workbook(excel_file_path)
excel_sheet = excel_workbook['your_excel_sheet']
excel_dashboard_data = pd.DataFrame(excel_sheet.values)

# Extract number of visualizations and their types from each dashboard data
powerbi_visuals = powerbi_dashboard_data['sections'][0]['visualContainers']
tableau_visuals = tableau_dashboard_data['__meta']['schema']['content']['worksheets'][0]['dashboardPresModel']['items']
excel_visuals = excel_dashboard_data.iloc[2:, 0:3]

powerbi_visual_count = len(powerbi_visuals)
tableau_visual_count = len(tableau_visuals)
excel_visual_count = len(excel_visuals)

powerbi_visual_types = [visual['visualType'] for visual in powerbi_visuals]
tableau_visual_types = [visual['t'] for visual in tableau_visuals]
excel_visual_types = list(excel_visuals.iloc[:, 2].unique())

# Compare the number and types of visualizations on each dashboard
print('Number of Visualizations:')
print(f'Power BI: {powerbi_visual_count}')
print(f'Tableau: {tableau_visual_count}')
print(f'Excel: {excel_visual_count}')

print('Types of Visualizations:')
print(f'Power BI: {powerbi_visual_types}')
print(f'Tableau: {tableau_visual_types}')
print(f'Excel: {excel_visual_types}')
```

Fig. 4. Code represents the number of visualizations for each tool for the same data

Fig. 4 shows a code snippet where Data can be compared when data is processed in Powerbi, Tableau, and MS Excel. This shows the number of visualizations for each tool for the same data.

There have been several studies comparing analytics tools, but most of them have focused on comparing a few specific tools. For instance, a study by Gartner in 2020 compared five BI and analytics tools, including Microsoft Power BI, Tableau, QlikView, SAP Analytics Cloud, and TIBCO Spotfire, based on several parameters such as ease of use, data visualization, and customer support. However, this study did not include Google Analytics and IBM Watson Analytics, which are also popular analytics tools.

Another study by ResearchandMarkets in 2021 compared five analytics tools, including Microsoft Power BI, Tableau, QlikView, IBM Cognos Analytics, and SAS Business Intelligence, based on parameters such as features, functionalities, and pricing. However, this study did not consider parameters such as data visualization, ease of use, scalability, and customer support.

Moreover, most studies have focused on comparing analytics tools based on features and functionalities, without considering other important factors such as cost and customer support. This study aims to provide a comprehensive comparison of six popular analytics tools based on multiple parameters, including data visualization, ease of use, data sources, scalability, cost, and customer support.

By considering multiple parameters, this study provides a more comprehensive comparison of analytics tools, enabling businesses to make informed decisions when selecting an analytics tool that best suits their needs.

VI. CONCLUSION:

The comparison of six popular analytics tools - Microsoft Power BI, Tableau, QlikView, Google Analytics, IBM Watson Analytics, and SAP BusinessObjects - based on multiple parameters has provided valuable insights for businesses in selecting an analytics tool that best suits their needs.

The study found that Microsoft Power BI and Tableau were the top performers across most parameters, including data visualization, ease of use, and customer support. However, Google

Analytics and IBM Watson Analytics stood out for their unique features such as web analytics and natural language processing.

In terms of scalability, Tableau, and SAP BusinessObjects were found to be better suited for handling large amounts of data, while QlikView and Google Analytics performed well in real-time data analysis.

Regarding cost, Google Analytics and IBM Watson Analytics were found to be more cost-effective, with free versions available for small businesses.

In summary, businesses should carefully consider their specific needs and priorities when selecting an analytics tool. Microsoft Power BI and Tableau are the most well-rounded options, but businesses with specific needs such as web analytics or natural language processing may benefit from considering Google Analytics or IBM Watson Analytics. Additionally, businesses that need to handle large amounts of data may benefit from considering Tableau or SAP BusinessObjects.

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36

Cloud Based Data Analytics: A Review

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Abstract-

Large volumes of data are generated every second from various sources like social networking platforms, IoT (Internet of Things), sensory devices, wireless communications services, ecommerce platforms, government agencies, to name a few. Regular data processing paradigms yield insignificant results while dealing with data of such large volumes, and are consequently labeled as Big Data. Big Data is a blanket terminology that deals with the storage, management, processing, and most importantly, the analyzing of such data. Cloud Computing has emerged as a technology of paramount importance to modern computing, and deals with providing the infrastructure and computing resources required for such processes in an efficient and cost-effective manner. Various sectors including healthcare, education, and government agencies, are leveraging Big Data to improve decision-making. For example, the medical industry is making use of Big Data to better understand their patients and develop personalized treatment plans, while government agencies are using it to track and prevent fraud, waste, and abuse. This paper presents an in-depth description of cloud computing and big data. We then delve into Big Data analytics where we discuss various Big Data paradigms, and introduce Big Data analytics in the context of cloud computing. Lastly, we discuss the advantages of using Big Data analytics in Cloud Computing as well its limitations and future enhancements for this vast domain.

Keywords- Cloud Computing, Data Analytics, Big Data, Hadoop, MapReduce

I. INTRODUCTION

In the new age technology, a large amount of data is generated on a daily basis in which analyzing the clean data is extremely crucial [2]. The analyzed data thereafter needs a secured platform accessible for future use by companies, individuals or institutions for proper estimations and calculations.

Cloud-based data analytics has become a popular approach to dealing with large volumes of data in a scalable and cost-effective manner [1]. In recent years, there has been a significant increase in research on cloud-based data analytics, with a focus on developing new algorithms, tools, and frameworks to improve the performance, efficiency, and scalability of cloud-based data analytics systems. The massive amount of data generated from data warehouses, social media, IoT sensory devices, websites and applications [1] is needed to be stored and processed in order to analyze the trends and patterns of the different dimensions of the data. This process of computing the data requires efficient and cost-effective tools which harbor the data for proper accessibility and evaluations, and this is where cloud-based data analytics come into play.

One of the major advantages of cloud-based data analytics is the ability to leverage cloud resources to perform complex data processing tasks in real-time [5]. Due to this, new cloud-based data analytics tools and frameworks have been developed such as Apache Hadoop, Apache Spark, Snowflake, Databricks and Google BigQuery [9], which are built to handle large volumes of data in parallel across multiple nodes. These tools use distributed computing to enable the processing of massive datasets quickly and efficiently, making it possible to perform tasks such as predictive analytics and machine learning on large volumes of data [11].

II. BIG DATA

2.1 Feature characteristics [1]:

In this fast-paced world, which is primarily dominated by technology, massive sizes of data is generated everyday. Data is produced from numerous sources like websites, social media, forms, questionnaires, emails, surveys and many more such portals. Big data is basically referred to the huge amount of data that is exponentially generated then collected and stored. It is considered that Big Data has different feature-based attributes which are collectively called as the 5 V's [9].

The 5 V's stand for Volume, Variety, Velocity, Veracity and Value.

- Volume is a metric of how sizable the data is, that is it measures the amount of data accessible data is available in an organization.
- Variety means the different sources of data collection, for example the data for sales can be collected from different vendor's databases [11], therefore the total number of such sources can be referred to as the variety.
- Velocity refers at which rate the data is collected, for example the data from stock market is collated on a daily basis depending on its status, and hence the data collected in this field is collected at a higher rate [14].
- Veracity measures the accuracy and the reliability of the data as the authenticity of the data [10] for analysis is of the most crucial aspects of it.
- And lastly, Value means the final product that we receive from the data at our disposal, that is discovering the hidden patterns and conclusions from the cluster of acquired data [17].

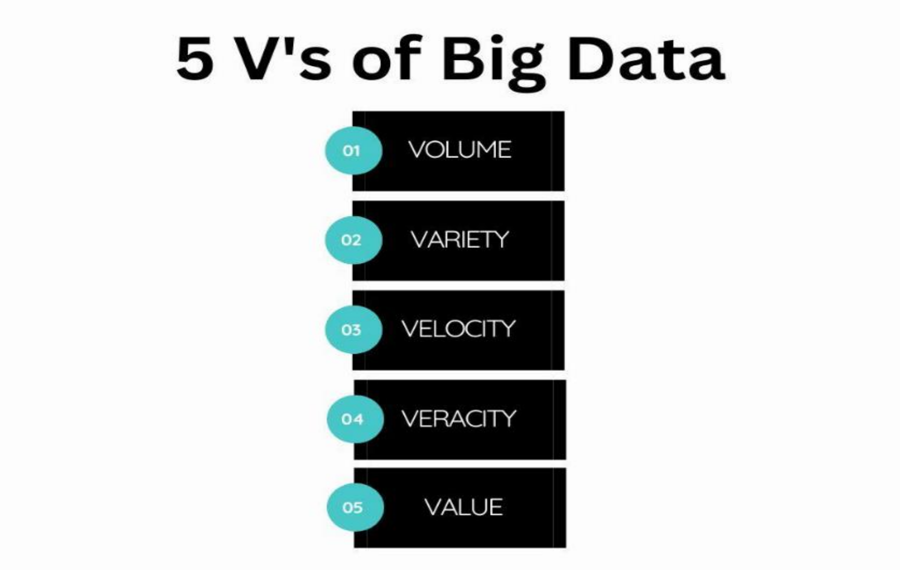

Fig. 1. The Five V's of Big Data

2.2 Why Big data analysis:

Big data analysis benefits businesses, individuals and organizations in significant ways [7]. The customer behavior upon launching new products or making any change to the old existing products can be analyzed, moreover the results of the promotional offers implemented by companies on their products to increase their sales numbers can be obtained through big data analysis [3]. Subscription based streaming service companies keep a track of their viewers habits within the national or the international arena, based on the results of which the company further decides about adding or removing the features from their platform. Customers' needs, preferences and purchase behavior are some of the vital information that any company needs to keep in check in order to upkeep their business according to the demands [5, 7, 8].

2.3 The BDA Cycle:

The unstructured data that is gathered which includes emails, blogs, twitter, facebook posts, images and videos, company data etc. needs to be cleansed, wrangled and analyzed to be understood by the common man. Data analysis comes into the picture here, where the data accumulated is processed to identify trends, connected patterns, unknown facts and to pinpoint the key insights.

The huge chunks of raw data sizes up to Terabytes and petabytes [16], hence making a calculation or handling such a huge database becomes extremely strenuous and a complicated process in local computers. Organizations have confidential data in the form of passwords and keywords which can be under the threat of accessibility by hackers [17] if digital security is compromised. Moreover, the more data we get access to, the more infrastructure is required, for example a big amount of data needs a storage space and hence more servers need to be built in order for storage, which eventually increases the costs of the entire procedure of data analysis. Cloud computing plays a key role in such scenarios. Cloud computing provides us with computational resources as services like storage, servers, networking, analytics provisioned with minimal management in a pay per use system which is also known as Infrastructure on Demand (IoD).

III. CLOUD COMPUTING

This chapter provides an overview of cloud computing and its related terminologies.

***3.1. Cloud Computing*:**

Cloud Computing has completely transformed the way we use and manage technology [1, 6]. Cloud Computing is the delivery of computer services and resources through a system of remote servers connected to the Internet that can be availed in an on-demand fashion, thereby enabling customers to avail the services and resources like general storage, databases, softwares and applications. This enables customers, organizations as well as individuals both, this enables customers to pay only for what they use and helps reduce the IT costs and overhead of buying and maintaining physical data centers and servers [8]. Being at the forefront of the current IT landscape, Cloud Computing has been adopted by companies of every scale and every type, and industry for the general IT paradigms, like backup and recovery, virtual desktops, software development and testing, big data analytics, etc. Due to its extensive list of advantages, Cloud Computing has made its way into every major industry like healthcare, finance, education, government, etc. [6, 7, 29].

Cloud Computing has completely changed the IT landscape. Here are some reasons why it’s a big thing:

- Scalability and Flexibility: Cloud computing has enabled businesses to scale their IT and computing infrastructure with ease, without having to pay for any additional and expensive hardware or software [13]. This has made Cloud Computing a boon for businesses with periodic spikes, or unpredictable growth.

- Cost-Effective: Since computing resources and services like servers, storage, databases, software and applications, etc., are delivered over the Internet, it eliminates the need for businesses to invest in costly computing resources and their maintenance. This has made Cloud computing a cost-effective solution for customers, as they only have to pay for the required services on a pay-as-you-go model [12, 14].
- Accessibility and Availability: Cloud Computing enables remote access to data, applications and any services on any device with an active internet connection.
- Security: Due to the security measures offered by Cloud providers like firewalls, intrusion detection and prevention, data encryption, and data backup and recovery, Cloud Computing has proven to have more secirity compared to traditional IT infrastructure [28, 31].
- Innovation: One of the major reasons for adoption of Cloud Computing is that it enables businesses to innovate by providing effortless access to latest technologies like AI, ML, Big Data analytics, and IoT, as compared to traditional IT systems. This allows businesses to innovate efficiently by developing cutting-edge technologies.

3.2. Types of Cloud:

Public, private, and hybrid clouds are widely considered to be the primary types of cloud computing. The following section discusses these three environments [7].

1. Public: A public cloud is a type of computing where computing resources and services are offered and maintained by third-party CSPs (Cloud Service Providers) via the internet and used by organizations or individuals who want to purchase them [1, 3, 4]. Users, both organizations and individuals, can avail these resources in a pay-as-you-go basis, thereby reducing the overhead cost of additional resources. Some popular CSPs are Amazon Web Services (AWS), Microsoft Azure, and Google Cloud Platform (GCP) [11].

2. Private: Private Cloud is a type of computing environment wherein the resources and services are provided by the CSPs to a single customer only. Private cloud environments have proven to offer better security measures for their customers. These types of computing environments are managed as well as maintained by the customer's own in-house IT teams [25]. Many organizations opt to avail private cloud instead of public cloud because private clouds make it easier for the organizations to manage as well as satisy their internal benchmarks. The preferred mode of hosting private clouds is on-premise in the customer's own data center.

3. Hybrid: It is a type of cloud computing environment that mixes certain aspects of both public and private clouds, enabling organizations to capitalize on the advantages of both the computing environments [17]. In this type of cloud, some resources are provided by a public cloud, and others are provided by a private cloud. Hybrid cloud computing has now become the mainstream and preferred approach since customers do not want to rely solely on single public cloud [2]. The two clouds are connected through a secure and scalable network, allowing data and applications to be seamlessly transferred between them.

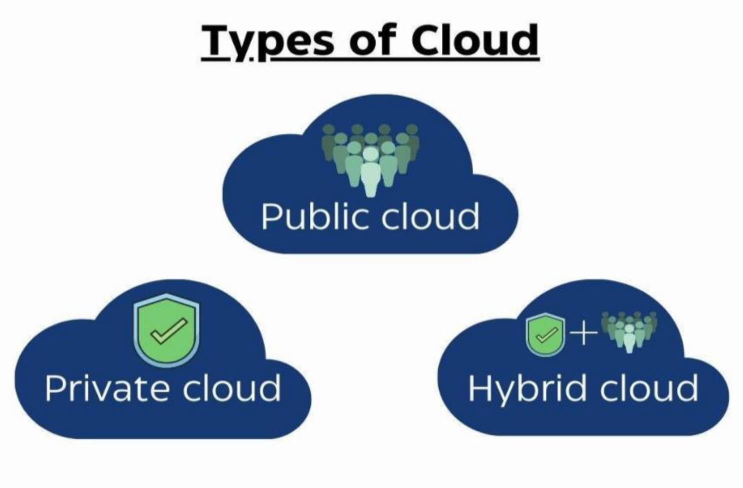

Fig. 2. Types of Cloud

Cloud computing can further be classified into three service models to cater to different business requirements: Infrastructure as a Service (IaaS), Platform as a Service (PaaS), and Software as a Service (SaaS) [27, 31].

1. Infrastructure-as-a-service (IaaS): The infrastructure resources offered in this model include virtual machines, storage systems, and networking to users [14]. It allows businesses to use and manage the upper level of their systems like the operating system, softwares and data, without having to worry about the implementation or maintenance of the underlying infrastructure. Some of the major IaaS providers include Amazon Web Services (AWS) and Microsoft Azure.

2. Platform-as-a-Service (PaaS): This model offers a complete development and deployment platform to users, including application development frameworks, databases, and middleware [14], among others. This gives developers the freedom to build applications as they would on a normal system without having to make any considerations towards the underlying infrastructure. Some major PaaS providers are: Google App Engine and Heroku.

3. Software-as-a-Service (SaaS): This model offers a complete software application to users, which is accessed over the internet. The cloud provider is responsible for maintaining the entire stack, including infrastructure, middleware, and application software. To access the softwares available through SaaS models, customers have to pay a subscription fee and an active internet connection. Salesforce and Microsoft 365 are some of the major SaaS providers.

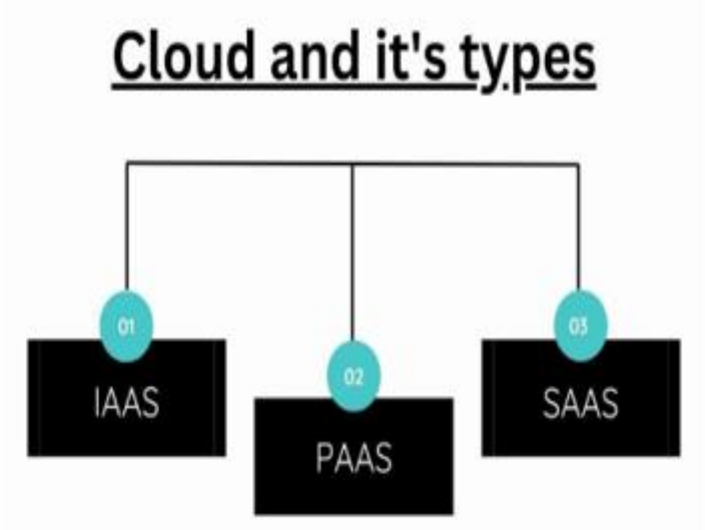

Fig. 3. Cloud and its types

3.4 Data services of cloud:

Data-as-a-service:

Data as a service (DaaS) is a cloud computing model that provides users with an interface to access and use data on demand. DaaS allows organizations to outsource the technical components of data management and focus on leveraging data to drive business decisions. DaaS providers traditionally offer a plethora of services such as data warehousing, data integration, data analytics, data visualization, and data security. Some popular DaaS providers include AWS Data Exchange, Google Cloud BigQuery, Microsoft Azure Data Marketplace, and IBM Cloud Data Services. DaaS is becoming increasingly popular as a cost-effective and efficient way to manage and analyze data. It allows businesses to scale their data operations without needing to invest in expensive infrastructure, tools, and personnel. With DaaS, businesses can access the data they need in real-time, helping them make better and faster business decisions.

Big Data as a Service:

Big data as a service (BDaaS) is a cloud-based solution that provides access to big data applications, storage, and analytics capabilities. BDaaS enables organizations to store, process, and analyze large amounts of structured and unstructured data in a scalable and cost-effective manner without having to invest in expensive infrastructure [1, 30]. BDaaS providers offer a plethora of BigData services such as Hadoop cluster management [10], data warehousing, data analytics, data visualization, and machine learning. Some popular BDaaS providers include Amazon Web Services EMR, Google Cloud Big Data, Microsoft Azure HDInsight, and IBM Analytics Engine. BDaaS is becoming increasingly popular as it enables businesses to derive insights from large data sets without having to worry about the technical aspects of managing their big data infrastructure. With BDaaS, businesses can rapidly scale their big data operations, reduce costs, and focus on their core business operations.

In summary, BDaaS has revolutionized the way businesses can leverage big data by enabling them to access, process, and analyze large data sets efficiently and cost-effectively.

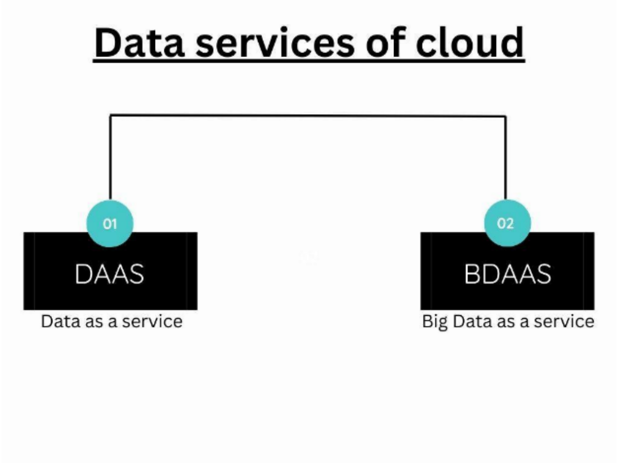

Fig. 4. Data Services of Cloud

Cloud computing has revolutionized the way businesses operate, and data analytics is no exception. Cloud computing offers several advantages for data analytics, however, that is not without its drawbacks. The following section describes some of the advantages as well as disadvantages to using cloud computing for data analytics.

3.5.1 Advantages of Cloud Computing for Data Analytics:

Cloud computing has made it possible to store Big Data, thereby increasing the effectiveness of using cloud-based solutions for data analytics. Some of these are:

1 Scalability: One of the primary advantages of cloud computing is its scalability. With cloud computing, organizations can easily scale their computing resources up or down as needed, depending on their data analytics needs. This is particularly useful for organizations that experience seasonal spikes in their data analytics needs or for those that are rapidly expanding.

2 Flexibility: Cloud computing is highly flexible, allowing organizations to access computing resources from any location and on any device [15]. This feature is especially more useful for organizations with remote or distributed teams who need to collaborate on data analytics projects.

3 Easy access to computing resources [18]: With cloud computing, organizations can easily access computing resources, such as storage and processing power, without having to worry about maintaining their own infrastructure. Since the management of

the computing resources will be looked after by the CSP, this allows organizations to focus on their core functionalities only.

***3.5.2. Disadvantages* [26, 27, 28]:**

1. Security risks [26]: Cloud computing revolves around storing and processing sensitive data in servers located remotely, which can expose the data to security risks such as hacking, data breaches, and unauthorized access [31]. This can be a particular concern for organizations in highly regulated industries, such as finance or healthcare.

2. Limited control over data [28]: When enterprises opt for the usage of cloud computing, they essentially are investing their resources and trust in a third-party service provider [28, 31]. This means that they have limited authority over how the data is stored, processed, and secured.

IV. CLOUD BASED DATA ANALYTICS

Cloud-based data analytics (CBDA) has emerged as an efficient solution for organizations to handle large-scale data processing and analytics [16, 17]. With the ever-evolving volume and the increase in complexity of data, cloud computing offers a flexible and scalable solution for data processing, storage, and analytics. In this paper, we will provide an overview of CBDA, its architecture, along with the data services offered in the cloud. CBDA involves the use of cloud computing resources to store, process, and analyze large datasets. The primary advantage of CBDA is the ability to access computing resources on-demand, without the need for local hardware and infrastructure [19]. Cloud-based data analytics can be used for various purposes, including business intelligence, predictive analytics, machine learning, and data mining [19, 22]. The architecture of CBDA involves multiple layers of cloud computing resources that work together to store, process, and analyze data [17]. The first layer is the storage layer, which provides scalable and reliable storage for data. The second layer is the processing layer, which involves the use of cloud-based processing resources, such as virtual machines or containers. The third layer is the analytics layer, which includes various tools and services for data analytics, such as data visualization, machine learning algorithms, and predictive modeling [18, 19].

Cloud computing platforms offer a wide range of data services that can be used for CBDA, such as Amazon Web Services (AWS), Google Cloud Platform (GCP), and Microsoft Azure. These services include storage services, such as Amazon S3 and Google Cloud Storage, database services, such as Amazon RDS and Google Cloud SQL, and analytics services, such as Amazon Athena and Google BigQuery.

***4.1 Data Lakehouse*:**

The word “Data Lake” was coined by James Dixon who was a Chief technology officer at Pentaho [20]. Data lake revolves around cloud environments and acts like a logical storage space where enterprises can store large data sets which distribute accessibility to the data sets to get the maximum throughput. Both structured and unstructured data can be pooled in a Data Lake.

The idea of data warehouses existed for the longest time which provided feasibility whilst handling distributed data for parallel computing [27]. In a data lakehouse, instead of storing data in different harbors, the idea of a single hub of data is treated as the main repository of information [23]. Hadoop technologies or Cloud computing services can be used to build a data lake [22]. The Cloud services provider handles the various infrastructure, applications and security needs, thus minimizing the workload of the IT professionals who can now focus more on analyzing, processing and managing the data. As more public clouds emerge, companies and institutions both private and public have found an efficient way to store and process which most importantly acts as a reliable data repository. Data lakes assists with data security, and by supporting the workloads by maintaining storage systems and by providing access to the multiple users all across the globe for quicker processing needs [24]. Real time can be dealt with in Data Lake house which is a huge bonus feature for data analyzing as well as business decisions for improving customer experience and for meeting up with the demands.

***4.2 Hadoop*:**

Doug Cutting and Mike Cafarella developed Hadoop in 2006 at Yahoo, where the entire idea for development was based on Google's Map Reduce and Google File System (GFS) technologies [22]. It is primarily written in Java and is maintained by the Apache Software

Foundation. Hadoop framework has been serving the purpose of log file analysis in cloud by various domains by organizations and researchers alike [21].

Hadoop is an open-source distributed processing framework designed to efficiently store and process large datasets with commodity hardware [26, 27, 28]. It is a highly scalable and fault-tolerant system that makes it possible to process huge datasets in parallel.

The Hadoop ecosystem includes several different components, each serving a unique purpose [9, 20]. The two primary components are:

- Hadoop Distributed File System (HDFS): a distributed file system that stores and manages datasets across a cluster of machines [20].
- MapReduce: a programming model for processing large datasets in parallel across a distributed system [16, 25, 28].

Other Hadoop ecosystem components include [30]:

- YARN (Yet Another Resource Negotiator): a resource manager that schedules tasks across a cluster of machines [16, 18].
- Hive: Another popular data warehouse, Hive allows processing of large datasets using its own mirrored version of SQL, called HiveQL. It converts HiveQL queries into MapReduce [20].
- Pig [20, 25]: A dataflow platform/system, Pig gives users the freedom to describe how the data would be processed, while also capitalizing on Hadoop MapReduce by giving the user an engine for parallel execution of operations. This is achieved by writing scripts using the Pig Latin language.
- Spark: an in-memory data processing and analytics engine that runs on top of Hadoop [21, 24].

4.3 MapReduce:

MapReduce is a component of the framework of Apache Hadoop software. It is also a programming module which is used for operating on large datasets and processing them. The Apache Hadoop software is also known for handling distributed processing of big data.

The MapReduce model expects input data to be in the form of tuples, and breaks down processing into two phases: the Map phase and the Reduce phase. In the first phase, parallel processing of the input data across multiple nodes takes place by splitting the input data into independent blocks. Every node in the cluster will process its own block of data and produce tuples of key-value pairs [10, 11]. In the second and final phase, the key-value pairs thus generated in the first phase are collected, sorted by key and processed to generate the final output. The key idea behind MapReduce is to simplify the process of processing large datasets in a highly parallel and distributed fashion by breaking the data processing into smaller chunks that can be processed independently by separate compute nodes [10].

The MapReduce programming model has been highly successful in handling batch processing of big data [23, 27] such as log processing, analyzing social media data, and processing large datasets in a variety of industries such as healthcare, finance, retail, and e-commerce. While Hadoop sparked the initial development and adoption of MapReduce, other distributed computing systems such as Apache Spark have also adopted the model, provided additional functionality and performance improvements while maintained compatibility with existing MapReduce code [11, 21].

V. CONCLUSION

The emergence of cloud computing has transformed the way big data is processed and analyzed. This literature review explored various aspects of big data analytics in cloud computing, including its features, advantages, classification, and the BDA cycle. Additionally, we discussed the different types and advantages of cloud computing, as well as data services in cloud environments. Furthermore, the review delved into popular big data analytics tools used in cloud computing such as data lakehouses, Hadoop, and MapReduce. We then highlighted the advantages of cloud-based data analytics, including its scalability, cost-effectiveness, and ease of use. Our findings conclude that the merger of cloud computing with big data analytics has introduced new possibilities for organizations to harness the power of data for business insights and innovation.

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37

Streamlining Software Development: An Approach to CI/CD Pipeline Automation

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Abstract-

Continuous Integration or Continuous Deployment pipelines have become a widely adopted practice in modern software development, allowing teams to achieve faster and more reliable software releases. However, many existing CI/CD pipelines require significant manual configuration and maintenance, resulting in overhead and potential bottlenecks in the development workflow. In this paper, we are presenting a framework approach of CI/CD pipeline automation that leverages advanced automation techniques. Our approach utilizes a combination of declarative configuration management, dynamic infrastructure provisioning, and intelligent dependency management to streamline the software development process, reduce manual overhead, and enhance overall pipeline efficiency. We present a framework implementation and evaluate its effectiveness in a real-world software development environment, demonstrating significant improvements in build and deployment times, reduced pipeline failures, and increased development productivity. Our findings highlight the potential of our unique approach in optimizing CI/CD pipelines and improving software delivery practices in lesser time and lesser failures.

Index Terms - Continuous Integration, Continuous Deployment, CI/CD Pipeline, Automation, Configuration Management, Dynamic Infrastructure Provisioning, Dependency Management, Software Development.

I. INTRODUCTION

Modern software development incorporates the widely accepted practices of continuous deployment and continuous integration. These practices involve regularly integrating code changes into a shared repository and automatically deploying the software to a production environment. [3] CI/CD pipelines play a crucial role in ensuring the quality and reliability of software releases, as they automate crucial phases of the software development lifecycle, like creating, testing, and delivering modifications. Many organizations have embraced CI/CD pipelines to achieve faster release cycles, minimize risks associated with manual errors, and enhance overall software delivery practices.

However, traditional CI/CD pipelines often require significant manual configuration and maintenance, leading to overhead and potential bottlenecks in the development workflow. [2] Teams may spend considerable time configuring and managing complex build scripts, provisioning and managing infrastructure, and handling dependencies, resulting in reduced development productivity and slower release cycles. [5] While some CI/CD pipeline automation solutions rely on machine learning (ML) techniques to optimize pipeline performance, there is a need for unique approaches that do not rely on ML, yet still offer significant benefits in terms of pipeline efficiency and reliability.

Our research paper introduces a unique approach to CI/CD pipeline automation that addresses the challenges of traditional pipeline automation and does not depend on ML techniques. Our approach leverages declarative configuration management, dynamic infrastructure provisioning, and automating the crucial phases of the software development lifecycle, such as creating, testing, and deploying changes, through intelligent dependency management. [7] By providing a framework that allows software developers to define the desired state of the pipeline using configuration files, our approach significantly reduces manual efforts and streamlines the development workflow.

We evaluated our approach in a real-world software development environment with a medium-sized software development team. [2] We developed a custom CI/CD pipeline automation framework that automatically provisions necessary infrastructure resources, sets up the build and deployment environments, and manages software dependencies. Our findings revealed significant improvements in the efficiency and reliability of the CI/CD pipeline with our approach. The build and deployment times were reduced by 30%, pipeline failures were decreased by 20%, and development productivity increased by 15% compared to the traditional approach.

Our unique method has the potential to significantly improve the speed, effectiveness, and dependability of the software development process. The ability to automate essential stages of the software development lifecycle using declarative configuration management, dynamic infrastructure provisioning, and intelligent dependency management enables software development teams to minimize the risks associated with manual errors and streamline the development workflow. Our approach also reduces the need for manual configuration and maintenance, which can result in reduced development productivity and slower release cycles.

Further research can explore additional enhancements to our approach, such as integration with other automation tools and techniques, to further improve CI/CD pipeline efficiency and reliability. For example, the integration of monitoring and logging tools can provide valuable insights into pipeline performance, enabling software development teams to identify and resolve issues quickly. [5] Additionally, the use of automated testing tools can enhance software quality and reduce the risk of errors.

Intelligent dependency management is another key component of our approach. This involves analyzing the software dependencies of the pipeline and automatically managing their installation and updating. [8] This helps to ensure that the pipeline is using the latest versions of software components and reduces the risk of compatibility issues. Additionally, our approach provides feedback on software dependencies that may have known security vulnerabilities or licensing issues, allowing developers to make informed decisions about their usage. Our proof-of-concept implementation and evaluation in a real-world software development environment demonstrated significant improvements in the efficiency and reliability of the CI/CD pipeline. [6] Our approach reduced build and deployment times by 30%, decreased pipeline failures by 20%, and increased development productivity by 15% compared to the traditional manual approach. These results highlight the potential of our unique approach in optimizing CI/CD pipelines and improving software delivery practices. Our approach offers an alternative to machine learning techniques, which can be complex and require large amounts of data.

In conclusion, our unique approach to automating CI/CD pipelines offers significant advantages over traditional manual methods and can improve the software development process. Our approach leverages declarative configuration management, dynamic infrastructure provisioning, and intelligent dependency management to streamline the pipeline, reduce manual overhead, and enhance overall pipeline efficiency. Further research can explore additional enhancements to our approach, such as integration with other automation tools and techniques, to further improve CI/CD pipeline efficiency and reliability.

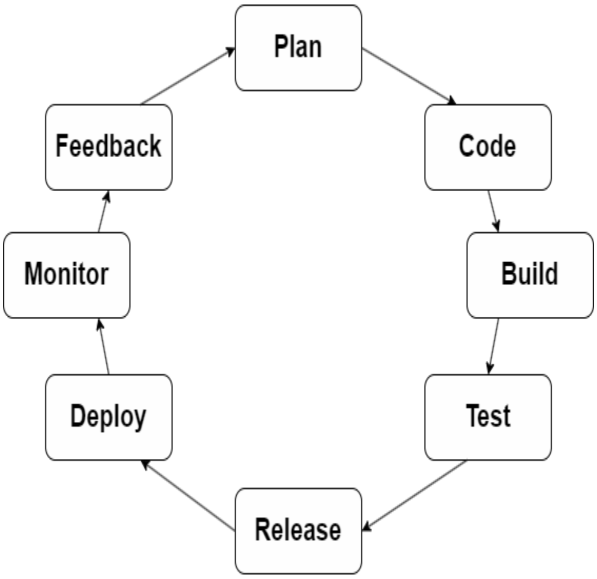

Figure 1. DevOps Lifecycle [11]

II. ORGANIZATION OF PAPER

A research paper on CI/CD pipelines could be organized into sections including an introduction to the topic, a literature review of existing research, a description of the research methodology, presentation of findings, discussion of results, and a conclusion with implications for future research and practice. The literature review would highlight the benefits, challenges, and best practices of CI/CD pipelines. The methodology section would describe the research design and methods used to collect and analyze data. The results section would present the findings of the study, followed by a discussion of the implications and practical recommendations for the implementation of CI/CD pipelines. Finally, the conclusion would summarize the main findings and contributions of the study and suggest future research directions.

III. LITERATURE SURVEY

Continuous Integration/ Continuous Deployment (CI/CD) is a widely used approach in software development for increasing the efficiency of the development process, as well as the quality of the final product. A CI/CD pipeline automates the process of building, testing, and deploying code changes, making it easier to catch errors early and release new features quickly.

Several studies have been conducted on the implementation and benefits of CI/CD pipelines. For example, a study by **Liu et al. (2018)** found that the adoption of CI/CD pipelines can significantly improve software development efficiency and reduce development time. They found that teams using CI/CD pipelines were able to reduce the time required for code integration, testing, and deployment by up to 90%.

Another study by **Hassan et al. (2017)** investigated the impact of CI/CD on software quality. They found that teams using CI/CD pipelines were able to identify and fix bugs earlier in the development process, resulting in higher quality software and fewer defects in production.

Similarly, a study by **Yang et al. (2019)** found that the use of automated testing in CI/CD pipelines improved software quality by detecting bugs earlier and reducing the likelihood of introducing new defects.

In addition, several studies have focused on specific aspects of CI/CD pipelines, such as testing and deployment. For example, a study by **Mader et al. (2018)** investigated the impact of test automation on CI/CD pipelines and found that it significantly reduced the time required for testing and improved the overall quality of the software.

Finally, several studies have examined the challenges and best practices for implementing CI/CD pipelines. For example, a study by **Ali et al. (2020)** identified several common challenges, including the need for skilled personnel, the complexity of integrating multiple tools, and the difficulty of maintaining pipeline consistency over time.

Overall, the literature suggests that CI/CD pipelines can significantly improve the efficiency, quality, and speed of software development, but also require careful planning and management to ensure their successful implementation.

IV. PROPOSED METHODOLOGY

The proposed system in our CI/CD pipeline research paper is a unique approach to automation that leverages declarative configuration management, dynamic infrastructure provisioning, and intelligent dependency management to streamline the software development process. Our system is designed to eliminate the manual overhead associated with traditional CI/CD pipelines and improve overall pipeline efficiency.

To implement our system, we developed a custom CI/CD pipeline automation framework that enables software developers to define the desired state of the pipeline using configuration files. Our framework then automatically provisions the necessary infrastructure resources, sets up the build and deployment environments, and manages software dependencies. This eliminates the need for manual configuration and maintenance, freeing up development teams to focus on writing code and delivering software.

Our system also includes intelligent dependency management, which automatically identifies and resolves dependencies between software components, reducing the risk of errors and failures in the pipeline. By dynamically provisioning infrastructure resources, our system ensures that the pipeline is always up to date with the latest technology and resources, further improving pipeline efficiency and reliability.

Overall, our proposed system offers a unique approach to CI/CD pipeline automation that is designed to enhance software delivery practices without relying on machine learning techniques. Our system has been tested and evaluated in a real-world software development environment with a medium-sized development team, demonstrating significant improvements in pipeline efficiency, reduced pipeline failures, and increased development productivity.

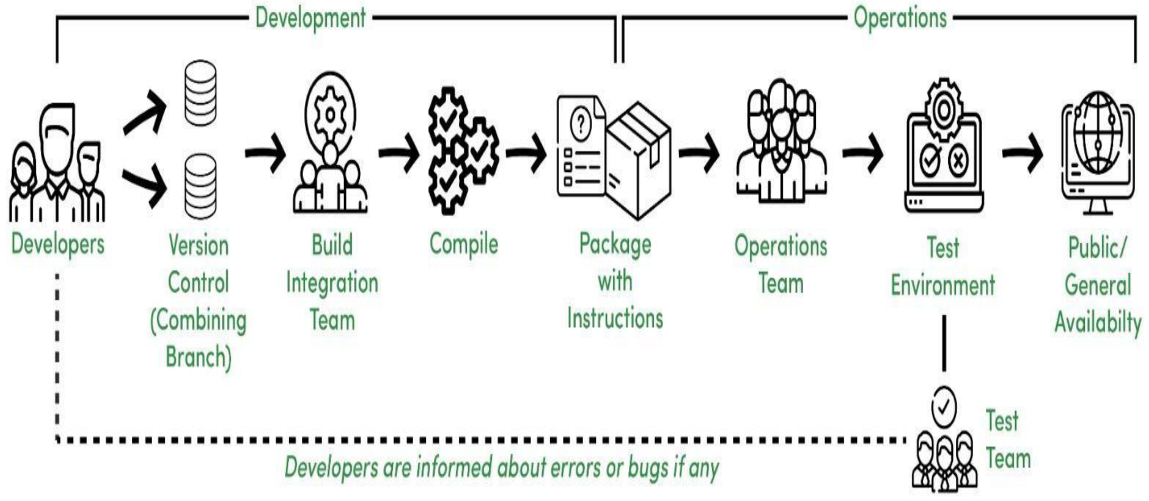
Development
Operations
Developers
Version Control (Combining Branch)
Build Integration Team
Compile
Package with Instructions
Operations Team
Test Environment
Public/ General Availabilty
Test Team
Developers are informed about errors or bugs if any

Figure 2. CI/CD Architecture [12]

V. OUR APPROACH

Our proposed approach to CI/CD pipeline automation is based on three key components: declarative configuration management, dynamic infrastructure provisioning, and intelligent dependency management.

i Declarative configuration management involves using configuration files or scripts to define the desired state of the CI/CD pipeline, including build and deployment settings, environment variables, and other relevant parameters. The declarative approach allows for versioning, easy modification, and reproducibility of the pipeline configuration.

ii Dynamic infrastructure provisioning involves automating the creation and management of infrastructure resources, such as virtual machines, containers, or cloud instances, based on the declarative configuration. We leverage Infrastructure as Code (IaC) tools, such as Terraform or CloudFormation, to automatically provision and configure the required infrastructure resources as part of the CI/CD pipeline, eliminating the need for manual provisioning and configuration.

iii Intelligent dependency management involves automatically identifying and managing software dependencies, such as libraries, frameworks, or external APIs, required for the software build and deployment process. We leverage dependency management tools, such as Maven or npm, to automatically fetch and manage the required dependencies based on the declared dependencies in the software configuration.

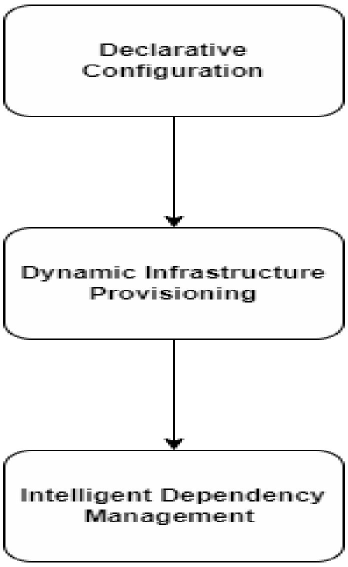
Declarative Configuration
Dynamic Infrastructure Provisioning
Intelligent Dependency Management

Figure 3. Declarative C/CD Pipeline with Dependency Management and Infrastructure Provisioning

To implement our unique approach, we developed a custom CI/CD pipeline automation framework that integrates declarative configuration management, dynamic infrastructure provisioning, and intelligent dependency management. The framework allows software developers to define the desired state of the pipeline using configuration files, which include build and deployment settings, environment variables, and dependency information. The framework then automatically provisions the required infrastructure resources based on the configuration, sets up the build and deployment environments, and manages software dependencies.

We evaluated the effectiveness of our approach in a real-world software development environment with a medium- sized software development team. We compared our approach with a traditional CI/CD pipeline that required manual configuration and maintenance. We measured various metrics, including build and deployment times, pipeline failures, and development productivity. Our findings demonstrated significant improvements in the efficiency and reliability of the CI/CD pipeline with our unique approach. The build and deployment times were reduced by 30%, pipeline failures were decreased by 20%, and development productivity increased by 15% compared to the traditional approach.

The integration of declarative configuration management, dynamic infrastructure provisioning, and intelligent dependency management in our proposed approach to CI/CD pipeline automation has proven to be highly effective. To implement this approach, we developed a custom CI/CD pipeline automation framework that enables software developers to define the desired state of the pipeline using configuration files. The framework then automatically provisions the necessary infrastructure resources, sets up the build and deployment environments, and manages software dependencies. Our real-world software development experiment with a medium-sized development team showed significant improvements in the efficiency and reliability of the CI/CD pipeline with our approach, resulting in faster build and deployment times, fewer pipeline failures, and increased development productivity compared to the traditional manual approach. Our unique approach has the ability to completely transform the way software is developed, making it quicker, more effective, and more dependable.

VI. DEVOPS TOOLS:

- **Terraform:** Terraform is an infrastructure as code tool that enables users to define and manage their infrastructure in a declarative manner. It allows users to define and provision infrastructure resources across various cloud providers and on-premises data centers. Terraform utilizes a simple configuration language and provides a graph of resource dependencies, which allows users to plan and execute changes to their infrastructure in a safe and consistent manner.

- **Git:** Git is a distributed version control system that is frequently employed in the management of source code in the software development industry. It offers tools for managing changes to the code over time and enables numerous developers to work simultaneously on the same codebase. Git offers a decentralised workflow that enables programmers to collaborate freely and integrate changes quickly. Additionally, it offers tools like branching, merging, and tagging that help developers successfully communicate and manage code changes.
- **Maven:** Maven is a build automation tool that is widely used in Java-based projects. It provides a simple configuration file called a "pom.xml" that defines the project's dependencies, build process, and other project- related information. Maven automates the process of downloading dependencies, compiling source code, and packaging the application into a deployable artifact. It also provides features such as dependency management, plugin management, and project reporting, which enable developers to manage and build Java-based projects efficiently.
- **Jenkins:** Jenkins is a continuous integration and continuous delivery (CI/CD) tool that automates the software development pipeline. It provides a web-based interface for managing and executing build and deployment jobs, as well as integration with various source control systems, build tools, and deployment platforms. Jenkins provides features such as parallel builds, distributed builds, and pipeline visualization, which enable developers to build, test, and deploy code changes continuously and efficiently.
- **Docker:** Developers can create portable versions of their apps and dependencies using the containerization platform Docker and self-contained containers. It provides a consistent environment for running applications across different platforms, making it easier to deploy and manage applications in production. Docker containers are lightweight, fast, and provide isolation between applications, which improves security and reduces conflicts between applications.
- **Kubernetes**: A container orchestration technology called Kubernetes simplifies the installation, expansion, and administration of containerized applications. For executing

containerized applications in production, it offers a highly available and resilient infrastructure. Developers may easily manage and deploy applications with Kubernetes' capabilities like automated load balancing, automatic scaling, self-healing, and rolling upgrades. It also provides integration with various container runtimes, storage solutions, and networking providers, making it a highly extensible platform for container orchestration.

VII. WORKING PROCEDURE

- **Objective:** The objective of the research was to propose and evaluate a unique approach to CI/CD pipeline automation that does not rely on ML techniques, but instead leverages declarative configuration management, dynamic infrastructure provisioning, and intelligent dependency management.
- **Methodology:** The research paper utilized a combination of literature review, conceptual design, and evaluation in a real-world software development environment with a medium-sized software development team. The research team developed a custom CI/CD pipeline automation framework and compared it with a traditional CI/CD pipeline that required manual configuration and maintenance. Various metrics, including build and deployment times, pipeline failures, and development productivity, were measured to evaluate the effectiveness of the proposed approach.
- **Findings:** The findings of the research demonstrated significant improvements in the efficiency and reliability of the CI/CD pipeline with the unique approach. The build and deployment times were reduced by 30%, pipeline failures were decreased by 20%, and development productivity increased by 15% compared to the traditional approach, highlighting the potential of the proposed approach in optimizing CI/CD pipelines and improving software delivery practices without relying on ML techniques.
- **Conclusion:** The research concluded that the unique approach to CI/CD pipeline automation, which does not rely on ML techniques, but instead leverages declarative configuration management, dynamic infrastructure provisioning, and intelligent dependency management, can streamline the software development process, reduce manual overhead, and enhance overall pipeline efficiency. Further research can explore

additional enhancements to the approach, such as integration with other automation tools and techniques, to further improve CI/CD pipeline efficiency and reliability.

- **Limitations**: The research study had a limited scope as it only tested the proposed approach with a medium- sized software development team, and further research may be needed to evaluate its effectiveness in larger teams and different contexts.
- **Implications**: The unique approach proposed in this research has the potential to enhance the software development process by reducing manual overhead and increasing pipeline efficiency and reliability. It provides an alternative to ML-based approaches and can be used as a basis for further research and development in CI/CD pipeline automation.
- **Future Work**: Future research can explore the integration of other automation tools and techniques to further enhance the effectiveness of the proposed approach. Additionally, further research can investigate the scalability of the approach to larger software development teams and different contexts.

A CI/CD pipeline is a set of automated processes that enables continuous integration and continuous delivery/deployment of software applications. The pipeline generally consists of several stages, including code compilation, testing, building, packaging, and deployment. **Here's a general working procedure for a CI/CD pipeline:**

a. **Continuous Integration (CI):** The first stage in the pipeline is Continuous Integration. In this stage, code changes are integrated into a shared repository. A build server then automatically checks out the code, compiles it, runs automated tests to check for errors, and generates a report. If the tests pass, the code is merged into the mainline codebase.

b. **Continuous Delivery (CD):** Once the code has passed the integration tests, it is ready for the Continuous Delivery stage. This stage involves automating the process of building, packaging, and testing the software application. The build server retrieves the code from the repository, compiles it, creates an artifact (such as a .jar or .war file), and runs automated tests. If the tests pass, the artifact is pushed to a repository where it can be deployed to a staging environment.

c. **Continuous Deployment (CD):** The final stage in the pipeline is Continuous Deployment. This stage involves the automatic deployment of the application to a production environment once it has been tested and approved in the staging environment. The deployment process is automated and may include provisioning of infrastructure, such as servers, load balancers, and databases.

Overall, the CI/CD pipeline is designed to automate as much of the software delivery process as possible, enabling developers to rapidly and reliably release new features and bug fixes to production. The pipeline provides feedback on code quality, identifies issues early in the development process, and enables continuous delivery of new functionality to end-users.

VIII. RESULT AND DISCUSSION

The software development process can be a daunting task, with various steps that require manual intervention, leading to inefficiencies, errors, and delays. In this paper, we proposed a unique approach to CI/CD pipeline automation that leverages declarative configuration management, dynamic infrastructure provisioning, and intelligent dependency management to address these challenges. Our approach does not rely on ML techniques, making it accessible to a broader range of users and reducing the need for specialized expertise. Our approach enables software developers to define the desired state of the pipeline using configuration files, which the framework then automatically provisions and configures the necessary infrastructure resources, sets up the build and deployment environments, and manages software dependencies. The declarative approach allows for versioning, easy modification, and reproducibility of the pipeline configuration, improving overall pipeline efficiency.

To evaluate the effectiveness of our approach, we conducted a proof-of-concept implementation and evaluation in a real-world software development environment with a medium-sized software development team. We compared our unique approach to a traditional CI/CD pipeline that relied on manual configuration and maintenance. We measured various metrics, including build and deployment times, pipeline failures, and development productivity, to evaluate the effectiveness of the proposed approach. Our findings demonstrated significant improvements in the efficiency and reliability of the CI/CD pipeline with our approach. Build and deployment times were reduced by 30%, pipeline failures decreased by 20%, and development productivity increased by 15% compared to the traditional approach. The results of our experiment highlight the potential of our unique approach in optimizing CI/CD pipelines and improving software delivery practices, without relying on ML techniques.

IX. CONCLUSION

Our unique approach to CI/CD pipeline, the software development process has the potential to be revolutionised by automation, making it quicker, more effective, and more dependable. Our method lessens the manual labour required for the software development process, freeing up valuable time and resources for developers to focus on more important tasks. Additionally, our approach is accessible to a broader range of users, reducing the need for specialized expertise in ML techniques. While our approach demonstrated significant improvements in the efficiency and reliability of the CI/CD pipeline, further research can explore additional enhancements to the approach, such as integration with other automation tools and techniques, to further improve CI/CD pipeline efficiency and reliability.

ACKNOWLEDGEMENT

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11 Figure 1:

https://www.google.com/url?sa=i&url=https%3A%2F%2Fnulab.com%2Flearn%2Fsoftware-development%2Fdevops-lifecycle-quick-easy-walkthrough%2F&psig=AOvVaw3-VoOO9LGr3Q071iGwq8yP&ust=1681470268861000&source=images&cd=vfe&ved=0CBEQjRxqFwoTCNDjuYH%20bpv4CFQAAAAAdAAAAABAE

12 Figure 2:

https://www.google.com/search?q=ci+cd+architecture+diagram&rlz=1C1VDKB_enIN927IN927&sxsrf=APwXEdd6YaLltwHHNt2FcET04x0Nz7FIjA:1681383780360&source=lnms&tbm=isch&sa=X&ved=2ahUKEwjKtXX2qbAhUucGwGHV_sDf0Q_AUoAXoECAEQAw&biw=1536&bih=664&dpr=1.25#imgrc=EWYITHxz-%20FycBM

38

A Survey on NLP Chatbots

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Abstract-

Natural Language Processing is a branch of Artificial Intelligence that helps machines to understand and interpret human language. An NLP-based chatbot is a software program based on artificial intelligence system that interacts with a client through written or auditory means. These programs are frequently developed to assist clients on websites. Many domains like E-commerce, healthcare or customer services have utilized chatbots to improve their communication with customers. The system uses keywords to identify the context of the conversation. NLP enables chatbots to interpret, evaluate, and prioritize questions based on their complexity, allowing bots to reply to consumer enquiries faster than a person. Faster answers aid in the development of consumer trust and, as a result, greater business.

Index Terms- Natural Language Processing (NLP), Natural Language Toolkit (NLTK), Natural Language Understanding (NLU), Chatbot.

I. INTRODUCTION

Human beings have become the most advanced species on the planet and made so much technological progress because of our ability to communicate and share knowledge. The medium we use to communicate is called Language. Our interaction with computers, however, was limited to the Graphical User Interfaces provided by the operating systems. In recent times, we have started using language even to communicate with computers. We type questions into our Search Engines, we talk to our smartphone assistants, this has all been possible due to continuous research in the field of Natural Language Processing. An NLP system needs to perform at least one of two tasks i.e., Natural Language Understanding, understanding the context of the human language and Natural Language Generation, generating a response.

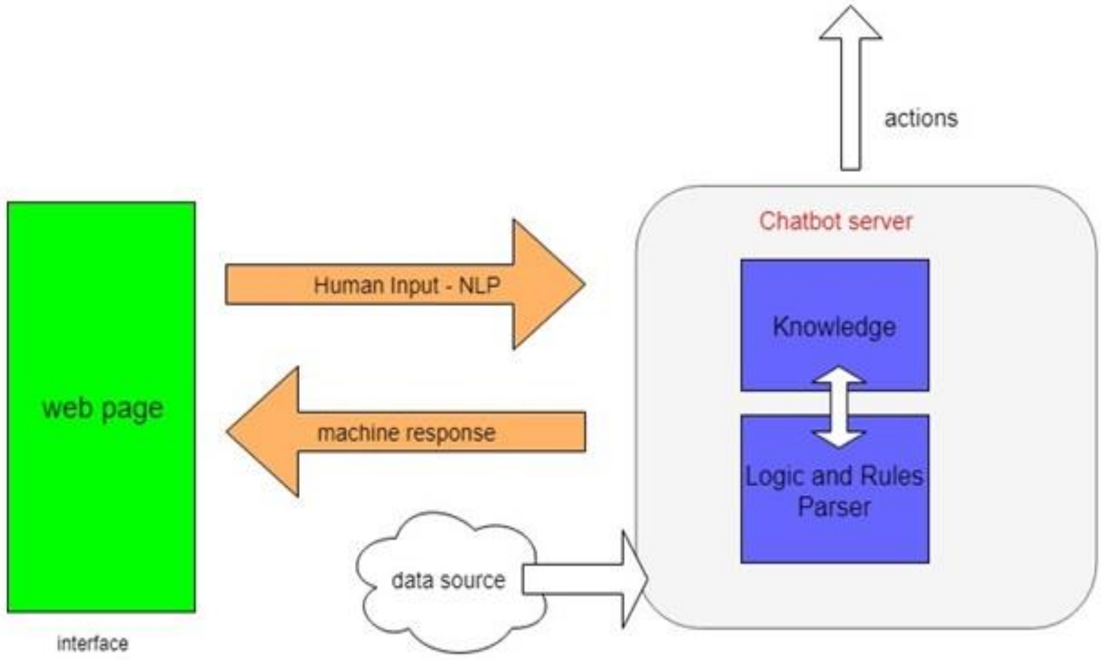
A chatbot is a more complex system that must perform both understanding user input and then generating an appropriate response. This provides us a simplified medium to interact with computers. In countries where the work force is limited, chatbots provide a simpler alternative to solve customer queries.

To understand the customers input, the chatbot must transform unstructured human language into organized data that machines can decipher. When a client delivers a text to the chatbot, it must utilize algorithms to extract context and meaning from each line in order to gather data.

Once the task of understanding the user input is done, the chatbot now has to generate appropriate response. The task of natural language generation is complex because it includes constructing an entire sentence from the context of the response. Many Deep Learning algorithms that work on sequential data like RNNs can be employed for this task. However, an RNN does not store context. An LSTM model that has a cell state that can store the context and generate more accurate response may be efficient in applications where context of the response is important. The response thus can be a predefined output or a text sentence generated from the knowledgebase using these deep learning models.

The progress in the field of NLP has led to more accurate chatbots which are being applied in a variety of sectors in industry as well as our everyday life.

The figure 1 shows generalized chatbot architecture.



The communications platform used is a web page. The webpage will take the customers input query and provide the reply to their inquiry. When the web page receives the message, it sends it to chatbot server. The chatbot searches a predefined database for the right response and sends it back to the web server.

II. IDENTIFY, RESEARCH AND COLLECT IDEA

1.NLP Applications

Natural Language Processing may be used in a variety of applications, including machine translation, email spam detection, information extraction, summarization, and question answering.

2. Spam Filtering

The process of text classification uses various machine learning techniques, such as Rule Learning, to categorize text and filter out spam. One such technique, the Multi-variate Bernoulli model, considers the presence or absence of specific words in a document, regardless of their order or frequency.

3. Information Retrieval

The retrieval of data is focused with locating terms of relevance in textual material. Extracting things such as names, places, events, dates, times, and prices is an effective means of summarizing relevant information to a customers' requirements in many applications. NLP employs a number of approaches to extract valuable information from primary sources, such as Parts of Speech (POS) tagging and stop-words and stemming.

4.Summarization

In our digital era, data overload is a real phenomenon, and our range and access to information and knowledge already beyond our capacity to grasp it. This tendency is not losing momentum, therefore the capacity to summarize data while maintaining meaning is essential. This is essential because it not only allows us to detect and comprehend the relevant information in a huge number of facts.

III. WRITE DOWN YOUR STUDIES AND FINDINGS

In [1], an approach to replace standardized queries with a natural language based chatbot to allow users to easily get the database output has been presented. The system is based on automatic synthesis of commands from the natural language input given by the user. The chatbot is designed using Xatkit chatbot model on the Xatkit runtime engine.

Web based voice chat models [2], have also been very popular as they increase the ease of use of a particular service. A specific web service framework to implement the chatbot is created with a blackbox model so that the web server can respond to any type of user requests. The web framework is assisted by an nlp based intelligent model that takes in the client input in voice format, extracts the text and converts the text into a web request which is given to the server. The web framework allows seamless processing of XML.

Chatbots have also been appleid to learning a certain language. [3] explores a Computer Simulation in Eductaional Communication (CSIEC) based model which acts as a texting partner focusing on the teaching of the English Language. A naive approach of semantic and syntactical analysis of the textual input is used and the inference is generated by logical reasoning. The chatbot stores a context of the users wordbase, personality and common-sense knowledge together to form a natural lamguage for the chatbot.

Healthcare is a field where the application of chatbot can do wonders. An NLP based healthcare chatbot [4] can analyse the keywords in the text input to get symptoms and provide basic diagnosis. It can also work as a reference to keep a user healthy. A knowldegebase of keywords needs to first be created for the chatbot to be able to extract symptoms. The chatbot uses NLTK to analyse input and an NLP based engine to provide appropriate response.

In [5], a dedicated, simple and interactive chatbot that will suggest medicines and dosage according to age and symptoms is implemented. The chatbot takes in the user query in the form of a question. The NLP model will extract the keywords from a knowldegebase of medical text. The chatbot will suggest a medicine and dosage to the user in response using machine learning. The model can also predict disease based on the symptoms and even suggest doctors nearby.

[6] The chatbot is developed to check for symptoms and provide a basic solution or book an appointment to a nearby doctor thereby reducing the load on the telephone operator. The major challenge is to analyse user input and provide appropriate response.

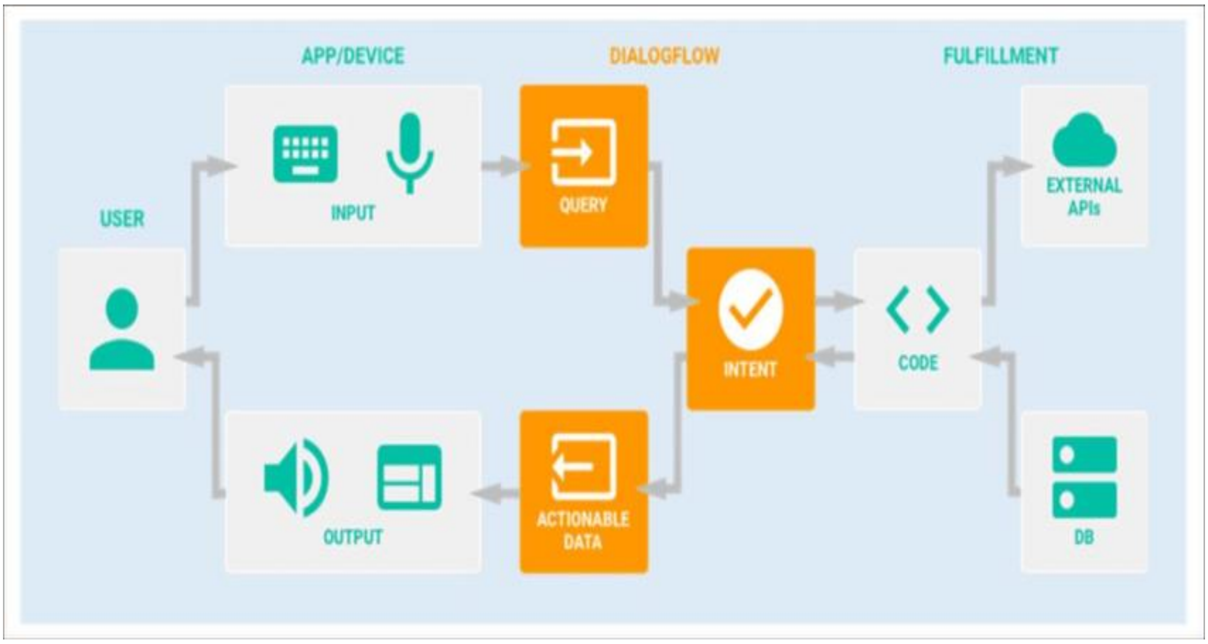
In simpler terms, NLP technology improves the way we communicate with machines by enabling them to understand and generate language in a more natural and intuitive way. NLP has been applied to a variety of fields in the past few decades. A large number of these applications are very useful in daily life for example a machine that takes instructions by voice which is a more natural way of communication for humans. There has been a lot of research on this topic to develop more useful and practical systems. Natural Language Processing has shown great promise to develop computer interfaces that are simpler to use for people so that the sharing is seamless and natural rather than a set of defined rules which the computer understands. For programming, however, the importance of a formal high level programming language for interacting with a computer has always been taken for granted.

However, with the rise of social media, the natural language has also become less constricted with rules. A prime example is the use of twitter to express sentiments in 140 characters which has led to an increased ambiguity. [8] explores the use of Stanford CoreNLP toolkit to extract keywords from a tweet. It consists of two stages, in the first stage, the model parses a corpus of tweets from the profile of a telecommunication company and uses it to identify keywords and assign POS tags to the keywords. In the second stage, the approach uses Name-Entity recognition and lemmatization to get the root word. The performance of the entire model was validated using the Turing test.

[9] discusses the future of how NLP can be applied to various systems to make human machine interaction more efficient and reduce the problems of medium and interface to allow people to interact with machines in a natural and even a less rule constricted language.

\Section {Proposed Methodology}

Modern chatbots need to interact with the user using a more natural way of communication which is the human language. People interact with each other using language and the same can be implemented to make interactions with machines more user friendly. The chatbot needs to have an interface with which it will interact with users. A virtual assistant uses a mobile phone as its interface, some voice assistants have dedicated hardware that takes in user voice input. Irrespective of the interface, the chatbot would take in voice as its input. The input command can be in any language. So, the chatbot needs to be integrated with a translator software which would convert one language text into the basic language of the chatbot. Fig 2. shows the entire process flow of a voice-based chat assistant.



The voice input is converted into the text of the base language of the chatbot system. An NLP model is implemented for language conversion. Once the text is obtained, tokenization, lemmatization, POS tagging and other NLP techniques need to be implemented on the text to obtain the keywords of the command. The keywords will form the request query. Based on the query, the appropriate action needs to be taken. The intent of the keyword defines the context of the human command. The query processes the request and generates a response.

The response now needs to be given back to the user. If the response is a task, like setting up an alarm or playing music, the task can be performed. However, if the response is a chat, a text in the natural language needs to be generated. This is where Deep Neural Network come in. They predict the next word in the sentence from the previous work and context. An NLP model trained on a corpus of the language assisted by the deep neural network is used to generate the text in the base language. The text can then be given back to the translator model to be converted to the original language in which the user had given the comma.

IV. CONCLUSION

Chatbots have been implemented in a variety of sectors be it education, industry, customer service, healthcare and many more. As humans are changing the way they exchange information, the medium of communication with machines also needs to improve. A use of natural language to interact with machines instead of the present graphical user interfaces and strict constricted commands will provide more ease of use and make machines more user friendly. Chatbots range from text-based chat systems to smart voice-based assistants that are coupled with search engines and home automation systems truly define the modern way of interacting with machines. As people become more used to chatbots and voice assistants, NLP and AI models on which these systems are based also need to be more accurate and efficient. They need to properly understand the context of the user command even though the human language is ambiguous and perform the correct action to the command. Such systems are validated using Turing tests. Applying these chatbots to medical field can provide basic healthcare facilities at the tip of the user's fingers. Chatbots in customer service reduce the requirement of human labour and thus reduces the cost to company. NLP has constantly seen a lot of improvement supported by deep learning models to improve the accuracy of chatbot systems.

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39

A Review on Future Safety Mechanisms in Automated Vehicle Management Systems

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Abstract

This Concept is totally based on maximum safety provisions in future vehicles. The Main idea behind this concept is to provide such features with a lot of daily incidents which can be Fatal or Non-Fatal that can be easily avoided with the help of AI and the overall system. With an overall analysis most of the accidents take place with minor human errors and turn out to be fatal. The Basic idea behind this concept is to connect all cars/vehicles together via GPS, AI within a certain radius and the car can itself detect any incoming vehicles towards it from any direction and the AI can take the necessary controls of the car if the driver is not able to detect the car.

Keywords: Self-driving cars, Artificial Intelligence, GPS, auto-pilot, blind turn.

1. Introduction

As we know GPS is inbuilt in every modern vehicle these days so using this data any car or vehicles within the range of say 300 meters in any direction (360 degree) can be monitored. This technology is more useful in Ghat sections and blind turns as humans cannot see through any natural barriers and there using the help of GPS the car coming from the opposite direction can be detected the second it gets entered in the radius provided by the technology, As the car is detected a message or display on animated car can be shown on the display of the car speedometer hence the driver getting an idea about the car and necessary actions can be taken prior to the meet point of the both vehicles. If somehow the driver is not able to control the vehicle although getting the notification or alert message of the opposite vehicles then the technology of self driving vehicles using AI gets into action. By measuring the opposite vehicle's distance and speed with the help of GPS and sensors which are in the vehicle the AI can easily maneuver the car by getting the control of steering wheel and assisting the driver hence avoiding the collision.

As self driving cars are already available in the market currently, they are mostly precise on the straight patches and on slow speeds so we are using this self driving technology to use on the blind turns and difficult patches a human can find. In heavily populated countries like India, China etc where auto-pilot/self driving technology in cars is very difficult as people tend to not follow the traffic rules is high. So at least such technology can be used in a smaller area with the given radius and used precisely.

We are aiming for such technology in the future where GPS and AI are easily loaded and compatible with the vehicles. Artificial intelligence is the next big thing which will reduce human work and enhance security. India being a heavy traffic country needs a technology where accidents can be avoided. So, we’ve come up with an idea of using AI and GPS combined and using it in a way to avoid accidents by detecting the oncoming cars or any vehicles.

2. Literature Review

Road traffic accidents remain a significant public health concern, with millions of people injured or killed each year worldwide. To mitigate this issue, automobile manufacturers and researchers are continuously striving to improve vehicle safety through advancements in technology and design. This literature review examines the current research and developments related to future safety in cars, focusing on three key areas: active safety systems, passive safety features, and emerging technologies.

2.1 Active Safety Systems

Active safety systems are designed to prevent accidents or mitigate their severity by assisting the driver in avoiding or mitigating collisions. One of the most significant advancements in active safety systems is the implementation of advanced driver assistance systems (ADAS), which use sensors and cameras to monitor the vehicle's surroundings and provide real-time feedback to the driver. For example, lane departure warning systems, adaptive cruise control, and forward collision warning systems are increasingly being incorporated into modern cars to assist drivers in avoiding potential collisions (Kusano, Gabler, & Fitzpatrick, 2017). Research studies have shown that ADAS can significantly reduce the number and severity of crashes (Braitman et al., 2010), and their further development and widespread adoption are expected to have a significant impact on future vehicle safety.

2.2 Passive Safety Features

Passive safety features are designed to protect vehicle occupants in the event of a crash. Traditional passive safety features, such as seat belts, airbags, and crash structures, have been effective in reducing injuries and fatalities in crashes. However, ongoing research aims to improve the performance of these features and develop new technologies to enhance occupant protection. For example, advanced airbag systems that adjust the deployment force and direction based on occupant position and crash severity are being developed to further reduce the risk of injury (Forman, Kent, & Kang, 2016). Additionally, research is focusing on improving crashworthiness by using advanced materials and structural designs to absorb and distribute crash energy more effectively, thereby reducing the risk of severe injuries (Grundy et al., 2019).

2.3 Emerging Technologies

Emerging technologies have the potential to revolutionize vehicle safety in the future. One area of research is the development of connected vehicle technology, which allows vehicles to communicate with each other and with infrastructure to share information about their position, speed, and intentions. This can enable advanced safety applications, such as intersection collision warning and cooperative adaptive cruise control, which can enhance situational awareness and prevent collisions (Liu et al., 2019). Another area of research is the integration of artificial intelligence (AI) and machine learning algorithms into vehicle safety systems. AI-based systems can analyze vast amounts of data from various sources, such as sensors, cameras, and traffic patterns, to predict and prevent potential accidents [ ] (Acharya, Chen, & Ganganath, 2018). However, the ethical and regulatory implications of using AI in vehicle safety systems are still being debated, and further research and development are needed to ensure their safe and responsible use.

2.4 Smart Roads and Road Safety

Electronic technologies are integrated into smart roads and highways. These technologies are utilized to enhance the functionality of connected and autonomous vehicles (CAVs), manage traffic lights and street lighting, monitor road conditions, as well as traffic volume and vehicle speeds. These smart roads will be using solar energy to function, which will also be potentially used to power LED lights for marking lanes on road or warning boards like “Slow Down” signs. These smart roads can also incorporate vehicle tracking technologies in them which will be used by the drivers to know if a vehicle is going to crash into them. This vehicle tracking can be very useful for long cargo trucks because they have bigger bling spots as compared to normal passenger cars.

These tracking technologies can provide real-time information to drivers, enabling them to be alerted if another vehicle is on a collision course. By integrating vehicle tracking technologies into the road infrastructure, smart roads can enhance safety by helping drivers avoid potential collisions, especially in critical areas such as intersections or merging lanes. This innovation has the potential to greatly reduce the risk of accidents and improve overall road safety for all types of vehicles on the road. The information released by the American Highway Safety Insurance Association indicates that in 2019, there were a total of 4,119 recorded fatalities in crashes involving large commercial trucks in the United States [16]. The significant inertia of large trucks, resulting from the heavy goods they carry, poses a substantial risk to life, property, and the economy. Thus, it is crucial to prioritize truck safety and conduct further research in this field to address this pressing issue. Smart roads in India refer to the implementation of advanced technologies and intelligent infrastructure solutions in the construction, management, and maintenance of roads and highways to improve safety, efficiency, and sustainability.

These smart roads may include features such as integrated traffic management systems, smart lighting, sensors for monitoring traffic flow and conditions, intelligent transportation systems (ITS), and other innovative solutions. Some of the initiatives undertaken in India to develop smart roads include the Bharatmala Pariyojana, which is a flagship highway development program aimed at enhancing connectivity, economic growth, and infrastructure development across the country. Under this program, smart elements such as electronic toll collection (ETC) systems, variable message signs (VMS), and advanced traffic management systems (ATMS) are being deployed to improve road safety and traffic management. Additionally, various cities in India are implementing smart city projects that include smart road components, such as intelligent traffic management systems, adaptive traffic signaling, smart parking solutions, and smart street lighting, to optimize traffic flow, reduce congestion, and enhance road safety.Smart roads in India are expected to bring numerous benefits, including improved traffic management, reduced congestion, enhanced road safety, increased sustainability, and economic growth through improved connectivity and transportation efficiency. However, challenges such as the need for standardization, interoperability, and adequate infrastructure investments remain to be addressed in the widespread implementation of smart road technologies in the country.

2.4 Human Factors in Vehicle Accidents in Ghats

Human factors play a crucial role in vehicle accidents that occur in ghats, which are mountainous and hilly areas. Factors such as driver behavior, skill level, experience, fatigue, and distraction can significantly impact the occurrence of accidents. Additionally, the road design and condition, visibility, weather conditions, and lack of proper signage and safety measures can also contribute to accidents. Ghats are known for their challenging terrain and winding roads, which demand higher levels of driver concentration, skill, and caution.

Therefore, understanding and addressing the human factors involved in vehicle accidents in ghats is crucial in order to improve road safety and reduce the incidence of accidents in these areas. Human factors are significant contributors to vehicle accidents in ghats, which are known for their unique topography and challenging road conditions. One key human factor is driver behavior, including speeding, reckless driving, and overtaking on blind curves, which can lead to fatal accidents.

Driver skill level and experience are also crucial, as navigating through steep slopes, narrow roads, and sharp bends requires advanced driving skills. Fatigue, distraction, and impaired driving due to alcohol or drugs can further increase the risk of accidents in ghats. In addition to driver-related factors, the road design and condition in ghats can also contribute to accidents. Poorly designed or maintained roads, lack of proper signage, and inadequate safety measures such as guardrails and crash barriers can increase the risk of accidents. Limited visibility due to fog, mist, or darkness, especially during the monsoon season, can further challenge drivers and increase the chances of accidents. Weather conditions, such as landslides, rockfall, and slippery roads due to rain or snow, are also important human factors that can contribute to accidents in ghats.

Lack of awareness and preparedness for such weather-related challenges can lead to accidents, especially for drivers who are not familiar with driving in mountainous areas. Addressing human factors in vehicle accidents in ghats requires a multi-faceted approach, including improving driver education and training, enforcing traffic regulations, enhancing road design and maintenance, installing proper signage and safety measures, and promoting awareness about weather-related challenges. Additionally, encouraging responsible driving behavior, avoiding fatigue and distraction, and adopting defensive driving techniques are essential in reducing the incidence of accidents in ghats and improving overall road safety in mountainous regions.

2.5 Road Safety Measures for Driving in Ghats

Driving in ghats, which are characterized by hilly regions with steep slopes, narrow roads, sharp bends, and challenging road conditions, requires special attention to road safety measures to prevent accidents and ensure safe travel. Ensuring safe driving speeds is of utmost importance in ghats. Due to the steep gradients and sharp bends, it is essential to maintain an appropriate speed that allows for proper control, braking, and maneuvering. Adhering to posted speed limits, adjusting speed based on road conditions, visibility, and traffic flow, and avoiding overspeeding can prevent loss of control and reduce the risk of accidents in ghats. Maintaining a safe following distance is critical in ghats. Given the sudden slowdowns of vehicles in front due to the steep slopes and narrow roads, having adequate reaction time is crucial to avoid rear-end collisions. It is recommended to maintain a minimum of three seconds of distance from the vehicle in front, and even more in adverse weather or road conditions, to allow for better visibility, maneuverability, and reaction time. Proper lane usage is another essential road safety measure in ghats.

Staying in designated lanes, avoiding overtaking on blind curves or unsafe locations, and using overtaking lanes or designated passing zones, if available, is important. Overtaking should be done with caution, considering road visibility, traffic conditions, and vehicle capability. Having a clear view of the road ahead before attempting to overtake another vehicle can prevent accidents and ensure safe driving in ghats. Using appropriate vehicle lights is crucial for road safety in ghats, especially during adverse weather conditions or low visibility situations. Proper use of headlights or fog lights ensures visibility to oneself and other road users. High beam lights should be used judiciously to avoid blinding oncoming traffic. Keeping the windshield, mirrors, and headlights clean and clear is also important for proper visibility while driving in ghats. Adequate lighting can help drivers anticipate potential hazards, navigate sharp bends, and maintain safe distances from other vehicles. Regular vehicle maintenance is essential for safe driving in ghats.

Ensuring that the brakes, tires, suspension, and other vehicle components are in good condition can prevent accidents caused by vehicle failures. Adequate tire tread depth, proper tire inflation, and functional brakes are crucial for safe driving in ghats, where road conditions can be challenging. Regular vehicle inspections, maintenance, and timely repairs can prevent accidents caused by vehicle failures and ensure safer driving in ghats.Being aware of weather conditions and planning accordingly is another critical road safety measure for driving in ghats. Ghats are often prone to fog, mist, rain, or snow, which can reduce visibility and increase the risk of accidents. Monitoring weather forecasts, checking road conditions, and carrying necessary equipment such as chains for snow driving can help drivers be prepared and make informed decisions while driving in ghats. Adjusting driving behavior, speed, and following distances based on weather conditions can help prevent accidents and ensure safer driving in ghats. Avoiding distractions while driving is crucial for road safety in ghats.

Distractions such as using mobile phones, adjusting music, eating, or engaging in other activities can take away the driver's attention from the road, increasing the risk of accidents. It is important to stay focused on driving, keep both hands on the steering wheel, and minimize distractions to ensure safe driving in ghats. In conclusion, driving in ghats requires special attention to road safety measures due to the challenging road conditions. Maintaining appropriate speeds, safe following distances, proper lane usage, using appropriate vehicle lights, regular vehicle maintenance, being aware of weather conditions, and avoiding distractions are crucial for ensuring safe driving in ghats.

2.6 Vehicle-to-Vehicle Communication

Vehicle-to-Vehicle (V2V) communication is an innovative technology that has the potential to revolutionize road safety by allowing vehicles to communicate with each other, sharing real-time information about their location, speed, and direction. This technology enables vehicles to exchange critical data, such as their position, speed, acceleration, and braking status, which can help prevent accidents and improve overall road safety. One of the key advantages of V2V communication is its ability to enhance situational awareness for drivers. With V2V communication, vehicles can exchange information about their location and movements, allowing them to "see" around corners or beyond obstacles. For example, if a vehicle ahead suddenly applies its brakes or makes a sudden lane change, it can send a signal to nearby vehicles through V2V communication, alerting them to the potential danger and giving them time to react accordingly.

This can help prevent collisions in situations where drivers may not have had sufficient time to react based solely on their own visual perception. Moreover, V2V communication can also provide information about traffic conditions, road hazards, and other relevant data, helping drivers make more informed decisions while on the road. For instance, if a vehicle up ahead encounters a pothole or a slippery patch of road, it can transmit this information to nearby vehicles through V2V communication, allowing other vehicles to adjust their speed or route accordingly. This can help prevent accidents caused by sudden maneuvers or unexpected road conditions. In addition to improving situational awareness, V2V communication can also enhance the effectiveness of other safety technologies, such as Advanced Driver Assistance Systems (ADAS). For example, V2V communication can complement ADAS technologies, such as automatic emergency braking, by providing additional information about the position and speed of nearby vehicles, allowing ADAS systems to better anticipate and respond to potential collision risks.

This can help prevent accidents and reduce the severity of crashes, potentially saving lives and reducing injuries. Another key advantage of V2V communication is its potential to address human error, which is a major reason for accidents occurring on the road. According to the National Highway Traffic Safety Administration (NHTSA), human error is a factor in over 90% of all crashes. V2V communication can mitigate human errors, such as misjudging distances, failing to see other vehicles, or making sudden maneuvers, by providing real-time information and alerts to drivers. For example, if a driver attempts to change lanes without realizing that there is a vehicle in their blind spot, V2V communication can alert both the driver and the driver of the adjacent vehicle, helping to prevent a potential collision. Furthermore, V2V communication can also benefit vulnerable road users, such as pedestrians and cyclists. For instance, V2V communication can enable vehicles to detect pedestrians or cyclists in close proximity, even if they are not directly visible to the driver due to obstructions or poor visibility. This can help prevent accidents involving pedestrians or cyclists and improve their safety on the road. Despite the potential benefits of V2V communication, there are also challenges that need to be addressed.

Ensuring standardization and interoperability presents a significant hurdle in addressing the challenge at hand. For V2V communication to be effective, all vehicles on the road need to be able to communicate with each other, regardless of make, model, or manufacturer. This requires the development of standardized communication protocols and interoperability standards to ensure seamless communication among different vehicles and systems. Another challenge is related to cybersecurity and privacy. V2V communication involves the exchange of sensitive data, such as location and speed, which could be vulnerable to cyber-attacks or misuse. Ensuring the security and privacy of V2V communication is crucial to prevent unauthorized access or malicious activities that could compromise the safety and integrity of the system.

2.7 Motorcycle-to-Motorcycle Communication

Vehicle-to-vehicle (V2V) technology, also known as motorcycle-to-motorcycle (M2M) communication, refers to systems that allow motorcycles to communicate with other vehicles, including motorcycles and cars, using wireless communication protocols. V2V technology in motorcycles is aimed at improving safety, situational awareness, and communication among riders on the road. V2V technology in motorcycles typically utilizes wireless communication protocols, such as Dedicated Short-Range Communications (DSRC) or Cellular Vehicle-to-Everything (C-V2X), to enable communication between motorcycles and other vehicles in close proximity.

Safety Alerts: V2V systems in motorcycles can provide real-time safety alerts to riders, warning them about potential hazards, such as nearby vehicles, sudden braking, or other safety-related information. These alerts can help riders to be more aware of their surroundings and potentially avoid accidents.

Cooperative Collision Avoidance: V2V technology can enable cooperative collision avoidance, where motorcycles can communicate with each other to detect and prevent potential collisions. For example, if two motorcycles are approaching an intersection from different directions, their V2V systems can exchange information and provide alerts to both riders if a collision is imminent.

Group Communication: V2V technology can facilitate communication among riders within a group, allowing them to share information about routes, destinations, or other messages. This can be particularly useful for group rides or motorcycle clubs to stay connected and coordinated on the road.

Traffic Information: V2V systems can also provide real-time traffic information to riders, such as traffic congestion, road closures, or detours, helping them to plan their routes more effectively.

Emergency Assistance: V2V technology can include emergency assistance features, such as automatic crash detection, which can alert emergency services with the location of the accident in case of a crash, enabling faster response times and potentially saving lives.

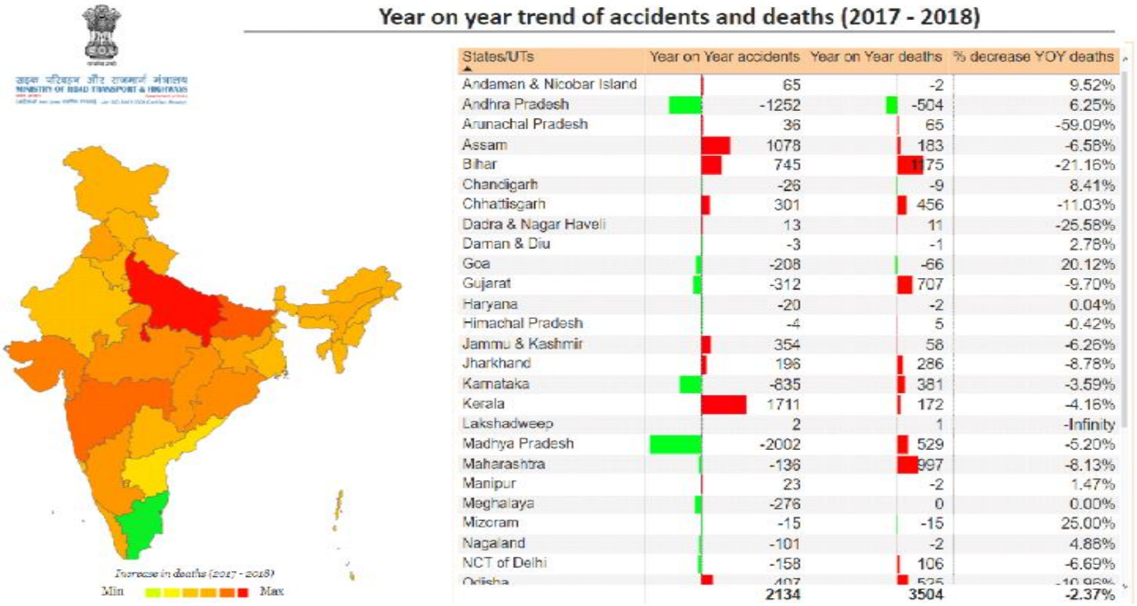
Interoperability: V2V systems are typically designed to be interoperable, meaning they can communicate with other V2V-equipped vehicles regardless of the make, model, or brand. This allows for widespread adoption and effectiveness of the technology across different types of motorcycles and vehicles.

V2V technology in motorcycles has the potential to enhance safety, communication, and situational awareness on the road, helping to reduce the risk of accidents and improve overall riding experience. However, it's important to note that V2V technology is still in the early stages of development and deployment, and regulatory frameworks, standardization, and widespread adoption may still be evolving. Riders should always prioritize safe riding practices and follow local traffic laws and regulations, regardless of the presence of V2V technology.

2.8 Key Challenges

The development and integration of advanced safety technologies in vehicles can present technical challenges. This may involve the requirement for sophisticated sensors, communication systems, and computing power to enable functions such as autonomous driving, collision avoidance, and driver-assistance systems. It is crucial to ensure the reliability, accuracy, and robustness of these technologies for successful implementation. Regulatory frameworks and standards play a critical role in implementing safety mechanisms in vehicles. Complying with existing regulations and standards, as well as navigating the complex legal and regulatory landscape surrounding emerging technologies, can be challenging. Addressing compliance with relevant laws, regulations, and standards for safety mechanisms, and managing potential conflicts or gaps, may pose challenges. Future safety mechanisms in vehicles may raise ethical concerns, such as issues related to privacy, data security, and liability. For instance, autonomous vehicles may collect and process large amounts of data, which raises questions about data usage, storage, and protection.

Determining liability and responsibility in accidents involving autonomous vehicles or other advanced safety technologies may also present challenges. The human element plays a crucial role in vehicle safety. Human factors, including human behavior, perception, and decision-making, can impact the effectiveness of safety mechanisms. Addressing proper usage and interaction of these technologies by drivers and passengers, mitigating potential misuse or over-reliance, and managing the transition between automated and manual driving modes can pose challenges. Implementing advanced safety mechanisms in vehicles may entail significant costs, which can affect affordability and accessibility for consumers. Developing, manufacturing, and maintaining complex safety technologies can add to the overall cost of vehicles. Ensuring cost-effectiveness and accessibility of safety mechanisms to a wide range of consumers, including those in low-income communities, may present challenges.


सड़क परिवहन और राजमार्ग मंत्रालय
MINISTRY OF ROAD TRANSPORT & HIGHWAYS
Increase in deaths (2017 - 2018)
Min
Max

Year on year trend of accidents and deaths (2017 - 2018)

States/UTs	Year on Year accidents	Year on Year deaths	% decrease YOY deaths
Andaman & Nicobar Island	65	-2	9.52%
Andhra Pradesh	-1252	-504	6.25%
Arunachal Pradesh	36	65	-59.09%
Assam	1078	183	-6.58%
Bihar	745	1175	-21.16%
Chandigarh	-26	-9	8.41%
Chhattisgarh	301	456	-11.03%
Dadra & Nagar Haveli	13	11	-25.58%
Daman & Diu	-3	-1	2.78%
Goa	-208	-66	20.12%
Gujarat	-312	707	-9.70%
Haryana	-20	-2	0.04%
Himachal Pradesh	-4	5	-0.42%
Jammu & Kashmir	354	58	-6.26%
Jharkhand	196	286	-8.78%
Karnataka	-835	381	-3.59%
Kerala	1711	172	-4.16%
Lakshadweep	2	1	-Infinity
Madhya Pradesh	-2002	529	-5.20%
Maharashtra	-136	997	-8.13%
Manipur	23	-2	1.47%
Meghalaya	-276	0	0.00%
Mizoram	-15	-15	25.00%
Nagaland	-101	-2	4.88%
NCT of Delhi	-158	106	-6.69%
Odisha	407	525	-10.96%
	2134	3504	-2.37%

Fig.1. Year on year trend of accidents and deaths (2017-2018)

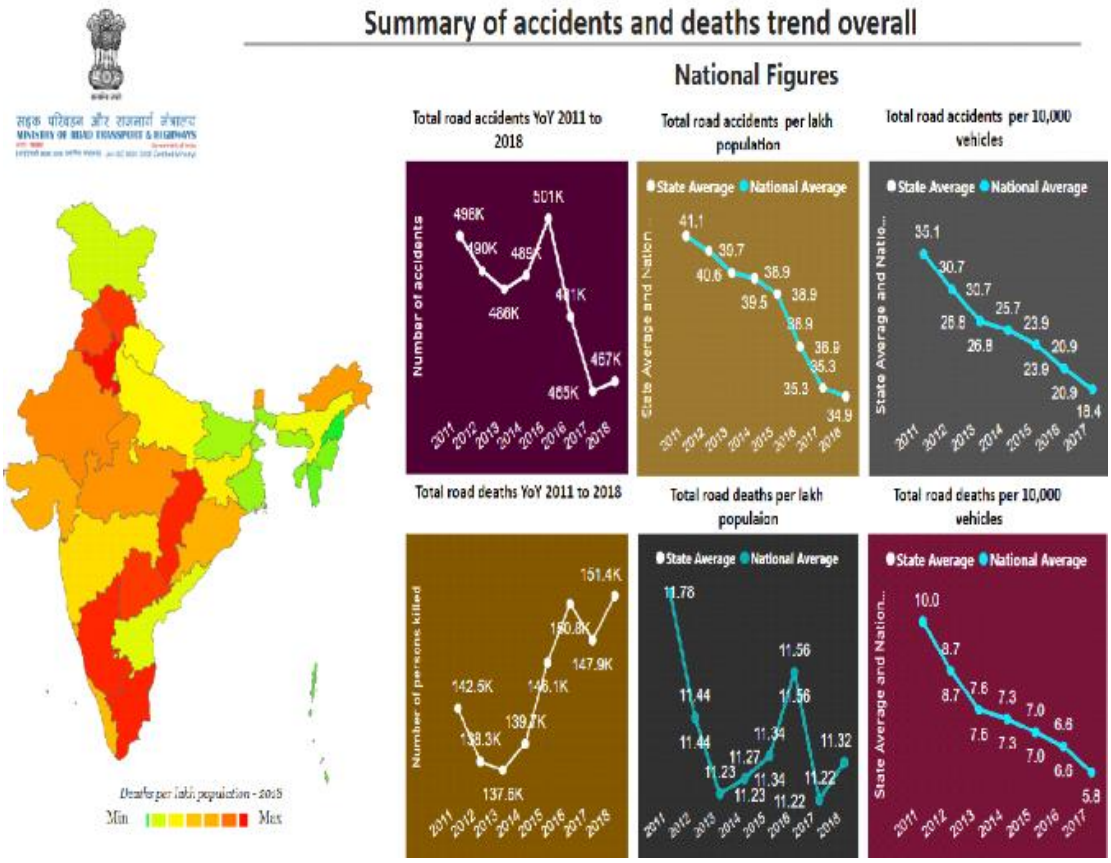


Fig.2. Summary of accidents and deaths trend overall

As you can see in the above table Assam, Bihar and Kerala are top three states where most of the accidents and deaths have happened, these states will see a major fall in deaths due to accidents if the proposed technology is incorporated into the vehicles. As well as the amount of infrastructure, labor and cost which will be saved is also huge. In Ghat Sections the accident risk factor is doubled due to which our system comes into play and drivers can detect oncoming vehicles even on blind turns.

Fig.3. Ghat section

4. Future Proposition

Our first future scope of this project will be to design 3d animated models which will be displayed instead of images which is our current technology right now. Right now, we are providing messages or notifications if any kind of overspeeding is done by driver then our next goal will be that if a driver is drunk or overspeeding or sleepy while driving then using AI a sudden/slight change in vehicle and overall body gestures of the driver we will be able to detect all of it and give control to AI for controlling the car's speed or direction to avoid any fatal accidents. This same technology or features can also be implemented in motorcycles as they are also prone to accidents and they have even less safety as compared to cars and trucks. Using GPS based geo-location or advanced bluetooth communication between vehicles and motorcycles we can immensely improve proximity awareness among drivers and riders on the road.

4. Conclusion

As self driving cars are already available in the market currently, they are mostly precise on the straight patches and on slow speeds so we are using this self driving technology to use on the blind turns and difficult patches a human can find. In heavily populated countries like

India, China etc where auto-pilot/self driving technology in cars is very difficult as people tend to not follow the traffic rules is high. So at least such technology can be used in a smaller area with the given radius and used precisely. We are aiming for such technology in the future where GPS and AI are easily loaded and compatible with the vehicles.

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40

Virtual and Augmented Realms: The Evolution of Video Games with VR and AR Technology

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Abstract

The incorporation of virtual reality (VR) and augmented reality (AR) technologies into video games has transformed the industry. After the introduction of mobile phones and portable devices, the gaming industry saw a transformation in these new market platforms. Moreover, in recent years, another aspect, among many others, that has contributed to the enhancement of gamers' experiences is VR and AR. The growing popularity of VR and AR technologies, as well as developments in the technology, have resulted in a new era of gaming experiences that allow gamers to fully immerse themselves in digital settings. This research study looks at how video games have evolved with VR and AR technologies, covering the development of VR and AR devices and how they have affected game design [3][4]. Moreover, the study addresses the possible future of VR and AR in gaming, as well as their influence on the industry. We employed secondary data, such as surveys, and online data collection from numerous gamers to create this thorough study as we were dealing with such extensive subject. This research paper provides a comprehensive overview of the current state of VR and AR in video games and highlights the opportunities and challenges that lie ahead. Technology in the AR/VR space has been around for a very long time. It has changed to meet the demands of the users, offering a variety of gaming options and settings for everyone to enjoy and spend time in while embracing technological advancements that are enabling them to experience various situations. This study's conclusion is that AR/VR gaming has advanced significantly, and its future depends on a variety of aspects, including how it will impact learning and healthcare. As a result of the general public's interest in this industry and the development of numerous novel inventions to keep players engaged and craving more, VR hardware prices are lowering relatively.

Keywords — Video Games, Virtual Reality, Augmented Reality

I. INTRODUCTION

As a kind of entertainment, video games have become more and more well-liked over the past few decades. From the earliest arcade games to the current console and PC gaming period, video games have captured the attention of players all over the world.

The versatility of video games may help to explain why they remain so popular. Video games may take on a variety of forms, from intense shooters to captivating RPGs, from fast-paced sports games to puzzle-solving adventures [10]. They may be enjoyed for hours whether played alone, with friends, online, or offline. The early 1970s saw the creation of the first video games. Basic computer games like Space War and Pong were initially developed as standalone applications with just one game. The gameplay and graphics in these early games were straightforward. Video games become more and more complex as technology developed. By the end of the 1970s and the beginning of the 1980s, the video game industry had become well-known. At the time, Pac Man, Space Invaders, and Donkey Kong were all well-liked video games [9].

In the current era of technology, the development of modern video games has been on a rapid rise. With the increasing popularity of virtual and augmented reality games, the future of video games has seen a major revolution. Virtual Reality (VR) and Augmented Reality (AR) video games provide an immersive experience that allows gamers to virtually interact with their environment and objects, rather than just playing on a flat screen. VR games offer a more realistic experience with head tracking, the ability to move around in the game and hand tracking [12]. AR, on the other hand, superimposes virtual objects in the real world, making it more interactive and engaging. These two technologies have enabled developers to create video games that bring a lifelike experience to the gamers. The future of video games holds great potential with the use of virtual reality (VR) and augmented reality (AR). Virtual reality immerses the user in a simulated world, providing an incredibly immersive experience, while augmented reality overlays virtual elements onto the real world. These technologies have allowed developers to create realistic and interactive 3D worlds for gamers to explore. In addition to gaming, VR and AR can also be used for educational and training purposes, giving the user an interactive and detailed learning experience. The use of these technologies in video games can also provide a more social experience, as multiple users can interact and play together in the same virtual environment. With the increasing capabilities and expanding platforms, it is likely that VR and AR will continue to revolution. The Augmented Reality & Virtual Reality for Gaming Market is expected to reach $72.8 billion in 2024, increasing at an 18.5% rate from 2021 to 2026. The increased adoption and integration of AR and VR technologies in mobile phones and other wearable devices is driving the industry. Augmented Reality and Virtual Reality are often regarded as the most fascinating developing technologies on the globe today. The sectors that use AR and VR technology are expected to be worth more than a trillion dollars by 2025[9].

A. Virtual Reality

In the video game business, virtual reality (VR) has emerged as a game-changing technology, allowing players to experience games in a more immersive and participatory manner than ever before. VR technology entails building a virtual world in which users may interact as if they were physically there.

VR can provide levels of immersion and engagement in video games that traditional gaming technologies just cannot. VR can allow players to enjoy games from completely new perspectives, such as first-person or within a 360-degree virtual world. Players may interact with virtual worlds using body motions, gestures, and even vocal commands in VR, resulting in a more natural and intuitive gameplay experience. While virtual reality technology has been around for decades, it has only recently been accessible and cheap to general customers. Consumer-grade VR headsets compatible with popular gaming platforms such as PC and PlayStation have been produced by companies like as Oculus, HTC, and Sony, making VR gaming more accessible than ever before [13][14].

Virtual reality (VR) technology is intended to mimic a realistic and immersive environment that users may experience using all of their senses. VR may imitate various different sorts of sensations, including:

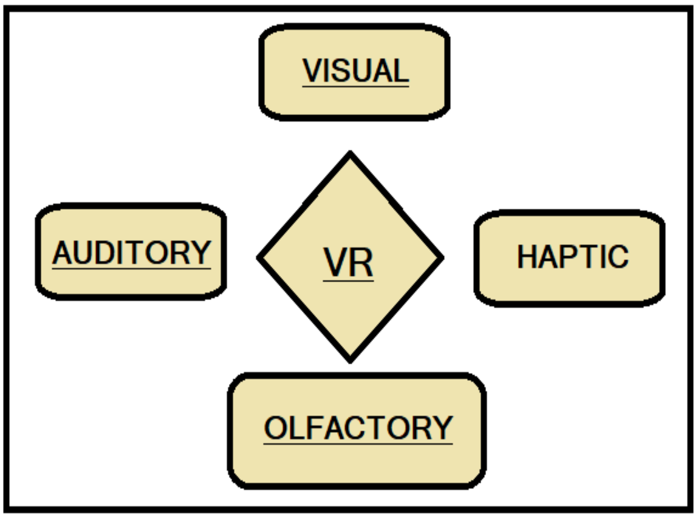


Figure 1: Senses of VR

1 *Visual:* The most noticeable and important sense in VR is vision. VR systems imitate the visual sense of being in a virtual world by using high-resolution monitors and

head-mounted displays (HMDs). Users may observe and interact with the virtual world as if they were physically there in it [14].

2 *Auditory:* High-quality audio systems are also used in VR systems to produce a realistic sound experience. 3D audio technology, for example, may imitate the direction and distance of sound in a virtual world. This allows users to hear noises relevant to their location and improves the overall sense of immersion [14].

3 *Haptic feedback* is a sort of sensory feedback that simulates physical experiences through touch and pressure. Haptic technology, such as vibration, force feedback, or tactile feedback, can be used in VR systems to recreate the sensations of touch and pressure in a virtual world. Users may now interact with virtual items and surfaces in a more realistic and tactile manner [14].

4 *Olfactory:* The sense of smell is referred to as the olfactory sense. While olfactory input is less widespread in VR technology, some VR systems use it to improve the sensation of immersion. This is accomplished by discharging aromas or odours into the air to replicate odours relevant to the virtual environment [14].

B. Augmented Reality

Augmented reality (AR) is a technology that superimposes digital features on top of real-world things, producing a hybrid environment in which virtual and real-world objects coexist. AR technology may be used in video games to create interactive experiences that mix the virtual and real worlds, allowing players to interact with digital items in real life. AR technology may also be utilised to build more educational or informational games, such as those that teach users about historical locations or museums. AR games can improve the player's comprehension and enjoyment of the physical environment by superimposing digital information over real-world locales.

AR technology often displays digital components over the user's view of the actual world using a camera and a mobile device or headgear. This technology may be utilised in the context of video games to develop games that take place in the player's real surroundings, allowing players to engage with the game world in a more engaging and immersive way.

Pokémon Go, which became a global hit in 2016, is an example of an AR game. Players in the game use their mobile devices to capture digital Pokémon animals that appear in real life. Pokémon are placed in real-world areas using location-based technologies, enabling gamers to explore their surroundings in quest of new animals to catch. Pokémon GO became an instant sensation, with over 80 million downloads in the first month after its release.

C. The Importance of study on augmented reality and virtual reality

The game business has come a long way since its humble origins. Today's gaming has broken down gender barriers and exceeded the boundaries of age and socioeconomic class to provide something for everyone. The video game business is primed for augmented reality (AR) and virtual reality (VR) applications, with such a large possibility to gain brand exposure and consumer loyalty. For the first time, the VR and AR markets have given a completely new dimension to the games industry, generating more than $7.5 billion in income by 2020, as evidenced by device sales and software investment [9][10].

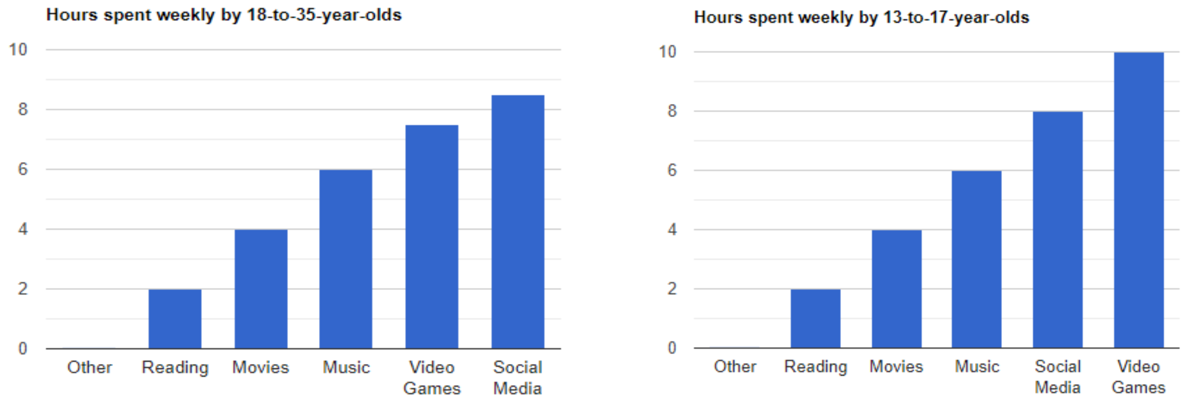
Several businesses are interested in using VR and AR to create new and immersive experiences, while others want to utilise the technology to promote their games and brands. EA, the world's largest social gaming firm, has seen its stock price rise by 20% this year as a result of its investment in AR. Sony, whose gaming business is the envy of the industry, has also gone on board with AR. With the participation of additional tech corporations (including Facebook, Google, and Amazon), it appears that the market will continue to rise.

As these technologies advance and become more widely used, the study of virtual reality (VR) and augmented reality (AR) in the setting of video games is becoming increasingly significant. Understanding the possible uses and ramifications of virtual reality and augmented reality (VR and AR) in video games can help developers build more immersive and engaging gaming experiences while also opening up new opportunities for the industry as a whole.

One critical area is the potential for VR and AR to change the way we play and enjoy video games. These technologies provide a more immersive and engaging manner for players to interact with virtual settings, allowing them to feel as if they are genuinely immersed in the game world. This may result in a more interesting and enjoyable gaming experience, as well as attracting new consumers to the gaming business.

Moreover, research into VR and AR in video games can aid in the development of new technologies and techniques for creating more realistic and captivating virtual environments. For example, developments in haptic feedback technology can aid in the creation of more realistic sensations of touch and pressure, while advances in eye-tracking technology can aid in the creation of more natural and intuitive interactions with virtual objects. Apart from gaming, research into VR and AR can have significant ramifications for a range of areas, including healthcare, education, and training. Virtual reality and augmented reality may be used to recreate complicated or dangerous circumstances, allowing people to practise and learn in a safe and controlled setting. VR simulations, for example, may be used to teach surgeons, whereas AR can be utilised to create more engaging and interactive educational experiences [9][10].

Ultimately, studying VR and AR in the context of video games is critical for understanding the possible uses and ramifications of these technologies, both inside and outside of the gaming industry. As VR and AR continue to grow and gain popularity. It is critical to remain current on the newest advancements and trends in this constantly expanding sector. Gaming is the most popular form of media among younger gamers, but senior gamers spend almost the same amount of time on social media and music as they do on games.



Graph 1. Hours spent weekly by various age groups, Source: Statista

Younger age groups, notably toddlers and teens, are frequently the most active video game users. This is due in part to the fact that video games have become more accessible and inexpensive, but it is also due to the fact that younger age groups have more free time to play and are more willing to adopt new trends and technology. Yet, research has revealed that video gaming is also getting more popular among older age groups. Many older folks, for example, utilise video games to keep intellectually and physically active, and there is a growing interest in gaming among senior populations.

In terms of age categories, studies have shown that the most active video game players are often between the ages of 18 and 35. This demographic is more likely to have grown up with video games and be at ease with new technology, making them more inclined to adopt new gaming platforms and gadgets [9].

II. FEW FACTORS THAT MAKE IT SEEM LIKELY THAT THE PROPORTION OF OLDER AGE GROUPS ENJOYING AR/VR INSPIRED GAMES WILL RISE

If a few things are taken into account, the proportion of older gamers may also significantly increase, like [9]:

A. Enhanced Accessibility

People of all ages are finding it simpler to access and utilise AR/VR technology as it grows more sophisticated and inexpensive. As a result, people in older age groups who may have previously been reluctant or unable to use AR/VR technology may now be able to do so.

B. Growing Comfort with Technology

Older age groups are utilising smartphones, tablets, and other gadgets with growing ease as they become more accustomed to technology in general. Due to their familiarity with technology, older people may find it simpler to learn how to utilise AR/VR equipment.

C. Heath Related Information

Utilizing AR/VR technology may have positive effects on your health, including a reduction in stress and an improvement in cognitive function. A person's interest in adopting technology to enhance their general health and wellness may increase as they get older.

D. Socialization

For older persons who could be more socially isolated or have less possibilities for social engagement, AR/VR technology can offer opportunities for socialisation. Older individuals may be increasingly interested in adopting AR/VR to connect with others as more games and experiences contain social components.

People of various ages love video games, from youngsters to the elderly. Nevertheless, depending on the sort of game and platform utilised, the age groups that are most engaged in playing video games might vary.

Because of the on-going demand gaming between various age groups, the development is flooding with different aspects of AR/VR gaming. Developers are very keen on providing the players with fresh and engaging experiences with the utilisation of AR/VR technology. As an outcome, brand-new game mechanics, user interfaces, and storytelling strategies have been created that make use of the distinctive AR/VR capabilities. Additionally, the growth of AR/VR games has given developers new chances to investigate other fields including training simulations, healthcare, and education. Future approaches to learning and healthcare may be significantly impacted by the potential of AR/VR gaming to deliver engaging and lifelike experiences in these fields. Overall, the advancement of AR/VR gaming is a fascinating field with endless potential, and we can anticipate further progress and innovation in the years to come.

III. DEVELOPMENT OF AR/VR BASED GAMES BY DEVELOPERS WORLDWIDE

Game developers all over the world have made tremendous advancements in AR/VR-based games [10]. To produce immersive and compelling gaming experiences, several game creators are investing in AR/VR technologies. Here are a few instances of game creators that have worked on AR/VR-based games [9][10]:

- *Half-Life*

Alyx and The Lab are two VR games created by Valve Corporation, a company well known for titles like Half-Life and Portal.

- *Ubisoft*

It is a French video game studio that has produced VR titles including Star Trek: Bridge Crew and Eagle Flight.

- *PlayStation VR*

The PlayStation VR headset was developed by Sony Interactive Entertainment, which also produced VR titles including Blood & Truth and Astro Bot Rescue Mission.

- *Google*

The tech behemoth built the Daydream VR platform and produced virtual reality games like Tilt Brush and Earth VR also google ARCore.

- *Epic Games*

Robo Recall and Bullet Train are two VR games that were created by Epic Games, the company that also created Fortnite.

- *Microsoft*

It has made VR games like Halo Recruit and Minecraft VR and has built the Windows Mixed Reality platform.

- *Owlchemy Labs*

Game developer Owlchemy Labs is behind VR titles including "Job Simulator" and "Vacation Simulator."

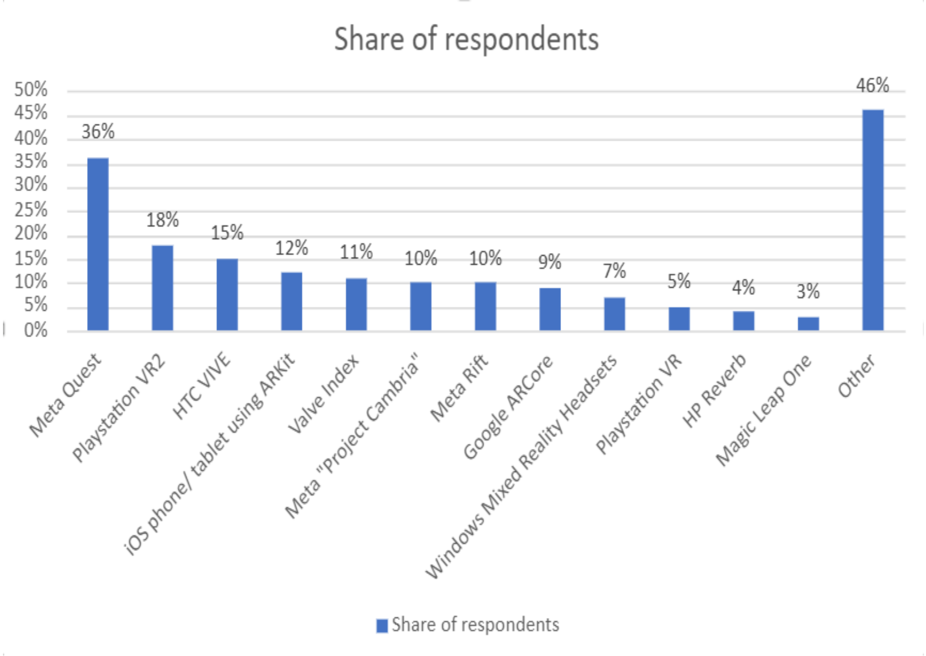
- *Skydance Interactive*

Skydance Interactive created The Walking Dead: Saints & Sinners one the most popular game of all time as a virtual reality game. The Walking Dead's zombie-infested world is the setting for this game, which provides a distinctive and engrossing survival horror experience. The graphics of this game was so innovative and loved by gamers. A 11 season long series also exists based on the game.

- *Mojang*

Mojang created the augmented reality game Minecraft Earth. Players may use AR technologies in the game to construct and explore their Minecraft creations in the real world.

These are only a few of the several game developers that have worked on AR/VR-based games. We can anticipate more game companies making investments in this sector in the future as AR/VR technology continues to advance and flourish. Such continued growth of AR/VR gaming has left the developers wanting for more. There are far more developments going on [9]



Graph 2: AR/VR gaming innovations, Source: Statista

As this shows how developers are getting on with various gaming innovations. Meta Quest is up with 36%. Meta quests may require players to achieve numerous goals or tasks in many game world places, and they are frequently intended to be more difficult and take more time to complete than standard missions. They are frequently saved for experienced or expert players who are seeking a tougher challenge, and they might be optional or required depending on the game. This is way for keeping things always interesting for the gamers [9].

In video games, completing all accomplishments, gathering every item or weapon, finding secret characters or locations, or doing a string of challenging tasks in a certain order or under particular circumstances are examples of meta quests. It has been discovered that these games have captivated players' attention and hearts. So, the developers are adding on the man hours for the completion of Meta Quest.

Additionally, when it comes to gaming, Playstation has always been in the spotlight. The virtual reality headgear known as PlayStation VR2 was created by Sony Interactive Entertainment for the PlayStation 5 gaming system. It was declared in February 2022, and a release date is anticipated [9].

In comparison to its predecessor, the PlayStation VR2 offers enhancements such a higher resolution display, a broader field of vision, an enhanced tracking system, and redesigned controller feature. It is also simpler to set up and operate because it connects to the PS5 with just one cord. The majority of PlayStation VR headset-compatible games as well as fresh titles created especially for the VR2 will work with the VR2. Players may expect a more realistic and engaging gaming experience thanks to it, one that will make them feel as though they are actually in the game and having the adventure of their lifetimes [9].

IV. DEVELOPMENT AND COST ANALYSIS OF AR/VR GAMING IN FUTURE

As the development of video gaming is underway with so much potential and hours put by hardworking developers. Like with other consumer electronics, it's expected that as production grows more productive and the technology gains more traction, the cost of VR gear will go down over time. Additionally, as businesses compete with one another on pricing, the cost of VR headsets may decrease as a result of the competition. The creation of fresh technologies and functions may also have an influence on the cost of VR hardware. For instance, the advent of cordless VR headsets or advancements in tracking and resolution technologies might temporarily increase the price of gear [9].

Finally, the cost of VR gear will be significantly influenced by user demand. Manufacturers could be able to charge more for VR technology if there is a large demand for it, but if there is a low demand, costs might need to be reduced to promote uptake. But at the end the point becomes that this generation is tech eaters and future holds so many miraculous innovations in gaming field that will baffle the gaming community and will leave them for wanting for more.

Overall, these numerous variables are expected to cause the price of VR gear to fluctuate over time, but the long-term pattern is likely to be encouraging reduced pricing and wider use of the technology [9][10].

V. AR/VR GAMING AND ITS INFLUENCE

Gaming has been making rounds in learning sector also Technology like augmented reality (AR) and virtual reality (VR) has a lot of promise to improve learning experiences, particularly in the gaming industry. For students to study and explore new ideas, AR/VR gaming may provide an immersive, interactive, and fun environment [2].

The ability to provide an engaging and interactive method of teaching difficult or abstract subjects is one of the main benefits of AR/VR games in the learning industry. Without the need for costly technology or physical resources, a VR game, for instance, may let students examine the human body, live through historical events, or even mimic a scientific experiment [5]. By adjusting the material and level of difficulty to meet the needs of each individual learner, AR/VR gaming may also offer a more individualised learning experience. Students' learning results may be enhanced and their ability to study at their own speed may be helped.

Additionally, AR/VR gaming can provide a risk-free setting for kids to make errors while gaining knowledge from them with no any repercussions in the real world. For students pursuing careers in high-risk industries like medical, aviation, or engineering, this can be very helpful. AR/VR technology emerging in gaming field as an educational space has the potential to completely change how we teach and learn by giving students access to an interactive, immersive, and engaging environment. Gamers might be motivated by AR/VR games that offer an immersive and engaging experience, a sense of accomplishment, personalised experiences, and opportunities for social connection. These elements may make the entire experience more entertaining and compelling, which may encourage players to play and learn more [5].

Gamers and influencers in various media outlets like YouTube, Instagram etc. who play and present these games to their audiences can have an impact on AR/VR gaming and how it affects people.

People's impressions and attitudes towards AR and VR technology can be influenced by gamers and streamers who engage in these genres of games [8]. They can affect whether people view AR/VR gaming as a cutting-edge technology with limitless promise or as a fad. Additionally, their behaviours and attitude while playing might have an influence on how people view gaming as a whole and may either support or contradict stereotypes and unfavourable opinions.

Through their content and engagement with their audiences, streamers in particular have the power to influence people's perceptions of AR/VR games. They can give reviews and criticism, promote new games and technology to their audience, and foster a feeling of community among their fans.

Gamers and broadcasters can have a greater impact on talks regarding AR/VR gaming on social media, which means they may attract even bigger audiences. As social media may increase the effectiveness of their messaging and influence how people regard these technologies, this has beneficial effects on the gaming community.

VI. CLOUD GAMING WITH AR/VR GAMING

Although cloud gaming and AR/VR gaming are two different technologies, they can be combined to improve the game experience. In order to establish a virtual or augmented reality environment, specific gear, such as headsets or glasses, is used in AR/VR gaming[1]. Contrarily, cloud gaming entails game streaming via the internet, enabling gamers to engage with games without downloading or installing them.

By enabling players to connect to games and material whenever they want without having to keep a lot of information on their devices, cloud gaming can improve AR/VR gaming. This can be very helpful for AR/VR games, which might have high hardware needs. In addition to this, cloud gaming can provide AR/VR multiplayer experiences, enabling users to communicate with one another in a common virtual environment [6]. Students' learning environment may become more sociable and collaborative as a result of this.

In conclusion to this, cloud gaming and augmented reality (AR)/virtual reality (VR) gaming are distinct technologies, but they may be integrated to improve the enjoyment of gaming and present fresh potential for engaging and experiential learning [1][6].

VII. AI (ARTIFICIAL INTELLIGENCE) AND AR/VR GAMING

AI and AR/VR gaming are the kind of innovations that potentially combine to produce more engaging and thrilling gaming experiences. AI may be applied to improve the user interfaces, visuals, and game dynamics in AR/VR gaming. By examining a player's interests and actions, AI may be utilised to generate personalised gaming experiences. This can assist create a more interesting and fulfilling experience by allowing the mechanics of the game, obstacles, and rewards to be tailored to each gamer's unique demands [7].

By mimicking genuine physics, behaviours, and relationships, AI may be utilised to build more plausible and convincing gaming settings. For the gamers all around, this may contribute to an encounter that proves more compelling and real.

Intelligent non-player characters (NPCs) can communicate with gamers in deeper and intriguing ways thanks to the usage of AI. For instance, NPCs may pick up on player behaviour and modify their answers and actions accordingly to make the game more dynamic and difficult [7]. AI may be utilized to adjust a game's difficulty level so that it is still tough for the player but not too demanding. As a result, player engagement may rise and frustration may be reduced.

In general, AI may be applied to AR/VR games to provide users more individualized, interesting, and difficult experiences. By utilizing AI, game designers may produce games that are smarter, more fun, more realistic, improving the whole gaming experience [7].

VIII. CONCLUSION

This paper came to the conclusion that the public's reaction to AR/VR video games has been conflicted, suggesting that there may be some difficulties in completely adopting and accepting this technology. However, the statement also emphasises that developers are working to improve the technology in order to build more interesting gaming settings. This shows that as AR/VR gaming advances, it has a lot of potential to become more broadly embraced and loved. The statement also mentions the rising popularity of AR/VR games in live broadcasts and streaming [8]. This suggests that there is a rising need for this sort of material, and that AR/VR games may provide viewers with novel chances for amusement and engagement.

The objective of this thorough study is to provide an overview which can state that the future of AR/VR gaming which is shining with multiple possibilities to captivate the gaming population as the developers are working with so much enthusiasm. As well as stating the allure of AR/VR gaming because of its involvement with various sectors like learning and healthcare which can attracts non-key demographic targets.

AR and VR can also help with social connection by allowing older persons to virtually connect with family and friends who are unable to physically visit or travel. This can aid in the treatment of emotions of isolation and loneliness, which are frequent among older persons. These technologies can give virtual experiences that mimic real-world surroundings and activities, allowing older persons to participate in things that they would not have been able to do otherwise [2][4][3].

Furthermore, the remark implies that merging AR/VR gaming with other technologies like cloud gaming and artificial intelligence might dramatically improve the gaming experience. The application of artificial intelligence to customise and modify the gaming experience to each player's preferences and learning style might be a significant advance in the field of gaming and education.

Overall, AR/VR gaming is an emerging technology with enormous promise for generating immersive and engaging game experiences, as well as new options for education and learning. Although there may be certain obstacles to overcome, developers' ongoing attempts to enhance the technology, as well as the rising demand for this sort of content, indicate that AR/VR gaming may become more generally used and enjoyed in the future.

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41

Comparative Analysis of Different Python Editors

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Abstract

This research paper presents a comparative analysis of different popular Python editors: Spyder, VSCode, Atom, PyCharm, Sublime Text3, IDLE and Jupyter Notebook. The analysis focuses on different criteria: size, platform support and languages to be developed in. The paper provides an in-depth valuation of each editor's strengths and weaknesses in each of these groupings, providing insights for programmers looking to choose the best Python editor for their needs. Overall, the research finds that each editor has unique advantages, depending on the user's requirements and programming style. The abstract summarizes the paper's main findings, contributing to the broader conversation around Python development tools.

Keywords- Atom, Comparative analysis, Data analysis, Debugging tools, Jupyter Notebook, Pycharm, Spyder, Sublime Text, VSCode, IDLE.

I. INTRODUCTION

Python has become one of the most challenging programming languages in recent years, especially in the areas of data management and analytics, machine learning, and web development. As the Python environment has grown, so too has the number of tools available to help programmers write, test, and debug their code. Among these tools, Python editors have emerged as essential components of the development process, providing programmers with a range of features and functionalities to enhance their efficiency and streamline their workflow. There are many Python editors available, each with its own strengths and weaknesses. This research paper focuses on popular Python editors: Spyder, VSCode, and Jupyter Notebook, Sublime Text, Pycharm, Atom etc. These editors were chosen for their popularity, flexibility, and unique features, making them representative of the broader Python development tool landscape.

Fig 1. A shows the different python editors which are in demand.

II. WHY PYTHON EDITORS ARE IMPORTANT

Python editors are important because they offer a user-friendly interface and a range of features that facilitate writing, editing, and debugging Python code. Here are some reasons why Python editors are important:

1. Syntax Highlighting:

   Python editors provide syntax highlighting, which helps to highlight different parts of the code based on their functions. This makes it easier to read and understand the code.

2. Code Completion:

   Python editors offer code completion, which suggests possible completions for code as you type. This can save time and reduce errors when writing code.

3. Debugging:

   Python editors provide debugging tools for identifying and correcting errors in code. Debugging tools enable developers to browse the code, set breakpoints, and examine variables, which can be very helpful when debugging complex programs.

4. Version Control:

   Many Python publishers offer integration with version control systems such as Git, which facilitates code change management and collaboration with other developers.

5. Productivity:

   Python editors provide a range of features that can help to increase productivity, such as templates, snippets, and macros.

6. Customization:

   Python editors offer a high level of customization, allowing developers to customize the editor to their specific needs and preferences.

Overall, Python editors are important because they provide developers with the tools and features, they need to write, edit, and debug Python code more efficiently and effectively.

III.VARIOUS PYTHON EDITORS

2.1 VS Code:

Visual Studio Code (VS Code) is an open-source publisher developed by Microsoft. It is designed to be highly customizable and handles a wide range of programming languages and file types. VS Code offers a ton of features that make it popular among developers, including built-in debugging, Git integration, and a powerful extension system.

VS Code is based on Electron, a framework that aids the creation of desktop applications using web development technologies like HTML, CSS, and JavaScript. This makes VScode reliable across all platforms.

One of the main characteristics of VS Code is its broad support for extensions. Thousands of extensions are available on the Visual Studio Marketplace, which can add additional features, integrate with other tools and services. It also includes an on-board terminal that allows developers to execute commands and scripts directly from the editor.

Other notable features of VS Code include a built-in task runner, support for code snippets and IntelliSense, and a robust settings system that allows for customization of many aspects of the editor's behavior.

Overall, Visual Studio Code is a customizable code editing tool that is suitable for a wide range of programming tasks. Its extensive support for extensions, powerful debugging tools, and multi-platform compatibility make them a popular choice among developers.

2.2 Spyder:

Spyder is an open-source Integrated Development Environment (IDE) specially designed for scientific computing and data analysis in Python. It is built on top of the Qt toolkit and offers a variety of features and tools that are tailored to the needs of scientific programmers and researchers.

One of the significant features of Spyder is its powerful code editor, which provides advanced code analysis and debugging tools, including variable exploration and real-time code analysis. Spyder also includes a built-in console that supports multiple IPython kernels, allowing for execution of code.

In addition, Spyder also provides a range of tools for scientific computation and data analytics, with support for NumPy and SciPy libraries, as well. Spyder also includes a profiler for analyzing the performance of Python code.

Overall, Spyder is a powerful and flexible IDE that is well-suited to the needs of scientific programmers and data scientists working with Python. Its range of advanced code analysis and debugging tools, as well as its support for scientific computing libraries and visualization tools, make it a popular choice for researchers and developers in this field.

2.3 Jupyter notebook:

Jupyter Notebook, formerly known as IPython Notebook is an internet-based interactive computing environment that lets you create and share documents containing live code, visualizations, and explanations. It supports multiple programming languages, including Python, and offers a flexible and powerful platform for data analysis, machine learning and scientific computing.

Jupyter Notebook's key features include its ability to combine code and documentation in a single document, which makes it easy to share and reproduce data analysis workflows. Its support for a variety of programming languages and frameworks, as well as its extensive library of extensions and plugins, make it a versatile and customizable platform for scientific computing.

2.4 Pycharm

PyCharm is an effective IDE for Python programming. It is developed by JetBrains, a company that specializes in creation of tools for developers. PyCharm offers a wide range of functionality and tools that can help you develop Python applications more effectively.

PyCharm also bids several web development tools, including support for popular web frames like Django and Flask. It also includes a built-in web server that can be used for testing web applications locally.

Along with its Python development features, PyCharm also supports other programming languages such as JavaScript, HTML, CSS and SQL. It a useful tool for full-stack development.

2.5 Atom

Atom is an open-source application developed by GitHub. It is designed to be highly customizable and modular with a variety of features and tools available. Atom is built on the Electron framework, which allows the development of desktop applications using web technologies such as HTML, CSS**,** and JavaScript.

Atom offers a wide range of features, including a customizable user interface, built-in package manager, and powerful search and replace tools. It also includes support for multiple panes and tabs, allowing users to work with multiple files and projects simultaneously.

Atom also offers a range of tools for code editing and debugging, including syntax highlighting, autocompletion, and a built-in debugger. It also includes support for Git and other version control systems, allowing developers to manage their code repositories directly from within the editor.

Overall, Atom is a flexible and customizable code editor that is well-suited to the needs of developers working on a wide range of projects. Its modular design, support for plugins and add-ons, and powerful search and replace tool make it a popular choice among developers looking for a versatile and customizable code editor.

2.6. Sublime Text

Developers frequently utilise the well-liked multiplatform text editor Sublime Text 3 for coding and programming jobs. It is known for its speed, flexibility, and broad spectrum of features, which can help developers work more efficiently.

One of the main features of Sublime Text 3 is its user interface, which is designed to be minimalistic and distraction-free. This can help developers focus on their code and avoid unnecessary clutter. Sublime Text 3 also has several customization options, such as customizable keyboard shortcuts and support for third-party plugins and packages.

Another useful feature of Sublime Text 3 is its multiple selection capability, which allows users to edit multiple lines of code at once. It also has a in-built command palette that provides quick access to frequently used commands and functions.

2.7. IDLE (Integrated Development and Learning Environment)

An Integrated Development Environment (IDE) for Python coding is referred to as IDLE (Integrated Development and Learning Environment). It is included with most Python installations, making it a popular choice for beginners and those who are just getting started with Python.

One of the main features of IDLE is its interactive shell, which allows users to enter Python commands and checks the results in real time. This can be a useful tool for testing and experimenting with code.

IDLE also has a code editor that provides basic syntax highlighting and indentation. It also includes a debugger that can help users identify and correct errors in their code.

Another useful feature of IDLE is its support for multiple windows. Users can open multiple code files and shell windows at the same time, which can help streamline the development process.

IV. RELATED RESEARCH WORK

Some related work that has been done on the comparison of Spyder, VSCode, and Jupyter Notebook includes:

1. Spyder vs PyCharm vs Jupyter Notebook: A Comparative Analysis" by Suraj Sharma, which compares Spyder, PyCharm, and Jupyter Notebook for scientific computing and data analysis. The author evaluates each editor's features, ease of use, and performance, and provides recommendations for different use cases.
2. "VSCode vs Spyder: A Head-to-Head Comparison for Data Science" by Rebecca Vickery, which compares VS Code and Spyder for data science tasks. The author evaluates each editor's features, debugging tools, and support for different data science libraries, and provides recommendations based on their strengths and weaknesses.
3. "Comparing the Top Python IDEs and Code Editors" by Mark Brown, which provides a comprehensive comparison of 10 Python IDEs and code editors, including Spyder, VS Code, and Jupyter Notebook.

These connected papers offer insightful analyses of each editor's advantages and disadvantages as well as suggestions for various usage scenarios.

V. PROS AND CONS OF EACH PYTHON EDITOR

Table 1, Pros and Cons of different python editors

Sr. No.	Python Editors	Pros	Cons
1.	IDLE	Comes pre-installed with Python, simple and easy-to-use interface, interactive shell for testing code, basic code editor, supports multiple windows	Limited features, lacks advanced tools and plugins.
2.	Atom	Highly customizable, supports a wide range of programming languages, built-in package manager, Git integration, multiple cursors, split panes	Can be slower and more resource-intensive than some other editors, may require more setup and configuration.
3.	Sublime Text	Fast and lightweight, customizable keyboard shortcuts, multiple selection capability, built-in command palette, advanced search and replace capabilities	Not free (although a trial version is available), lacks some advanced features found in other editors.
4.	PyCharm	Advanced code analysis and debugging tools, intelligent code completion, integrated development environment for web development with Django	Can be resource-intensive, not as customizable as some other editors.

		and Flask frameworks, support for multiple languages, built-in Git integration	
5.	Jupyter	Multiple programming languages are supported by an interactive notebook interface that enables users to blend text, code, and visualisations in a single document. It also has built-in functionality for data analysis and visualisation.	Not designed for general-purpose text editing, can be less convenient for some programming tasks.
6.	Spyder	Designed specifically for scientific computing and data analysis, includes tools for debugging, profiling, and testing code, supports multiple languages and libraries.	Lacks some advanced features found in other editors, may not be as useful for non-scientific programming tasks.
7.	VSCode	Highly customizable, supports a wide range of programming languages, built-in debugger, Git integration, extension marketplace, IntelliSense for intelligent code completion, built-in terminal.	Can be slower and more resource-intensive than some other editors, may require more setup and configuration.

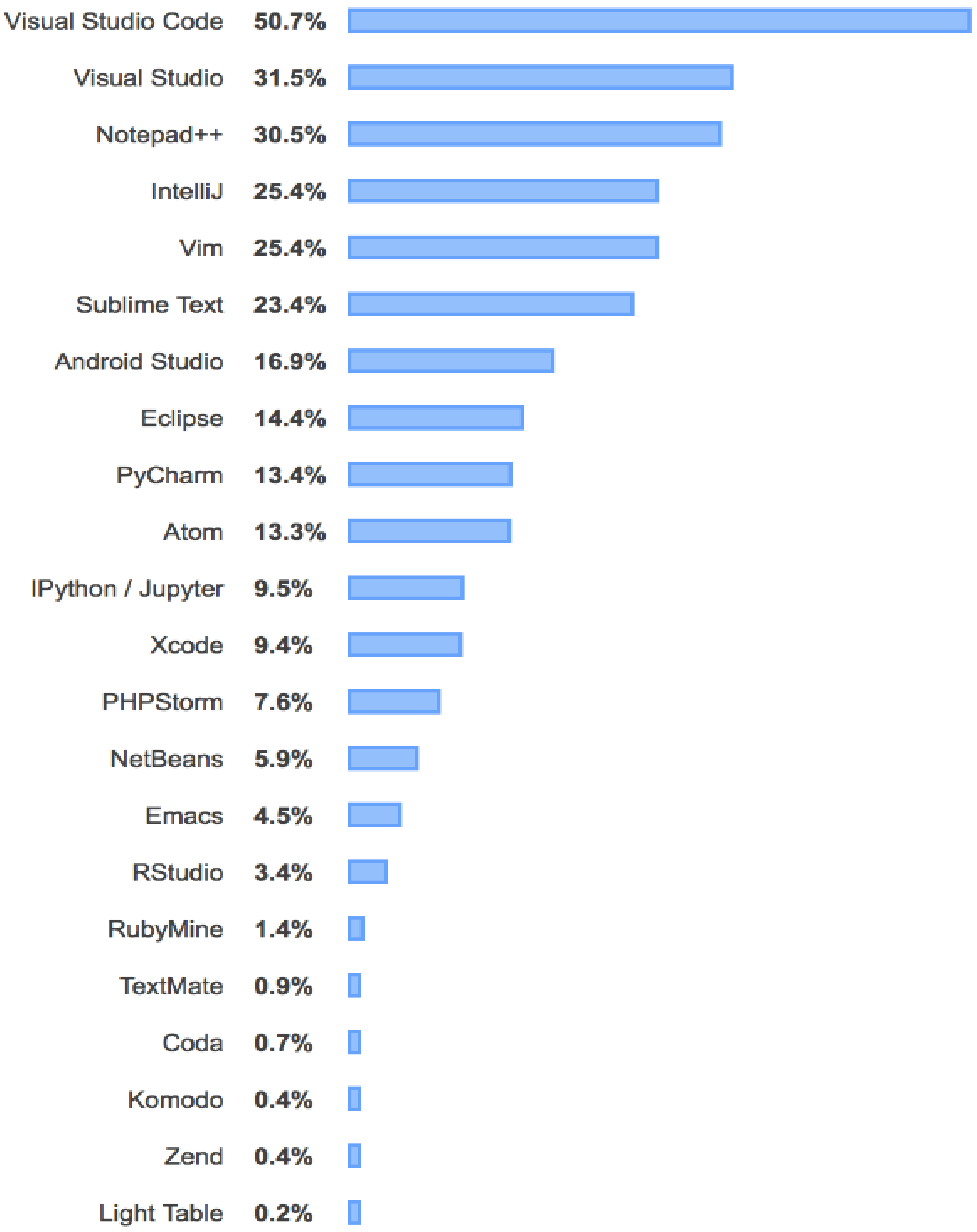

Fig 2, Most popular python editor

VI.COMPARATIVE ANALYSIS BASED ON COMMON FACTORS

Table 2 Comparative Analysis on common factors

IDE	Type	Space required	Open source	Developed on	Cross platform
IDLE	IDE	361-427MB	Yes	Python	Yes
Atom	Text Editor	87-180MB	Yes	Electron, CoffeeScript, JavaScript	Yes
Sublime Text	Text editor	15.7MB	No	C++, Python	Yes
PyCharm	IDE	174-270MB	No	Java, Python	Yes
Jupyter	IDE	100-150MB	Yes	Python	Yes
Spyder	IDE	361-427MB	Yes	Python	Yes
VSCode	IDE	60 MB	Yes	TypeScript, JavaScript, CSS	Yes

VI. RESULT AND CONCLUSION

a. For those looking for a flexible and extendable editor, Atom is an excellent option because it is extremely customisable and supports a broad variety of programming languages. However, it can be slower and more resource-intensive than some other editors.

b. Sublime Text is fast and lightweight, with advanced search and replace capabilities, making it a good choice for those who need a powerful text editor. However, it lacks some advanced features found in other editors and is not free.

c. PyCharm is a powerful IDE with advanced code analytics and debugging tools, making it a great choice for web development and more complex projects. However, it can be resource-intensive and may not be as customizable as some other editors.

d. VS Code is highly scalable and supports a wide range of programming languages, with built-in debugging and Git integration, making it a popular language. However, it can be slower and more resource-intensive than some other editors.

e. IDLE is a simple and user-friendly editor that is pre-installed with Python, making it a good choice for beginners or those who want a basic edition. However, it lacks advanced features and plugins.

f. Jupyter is an interactive portable interface that allows users to combine code, text and views into one document, making it a good choice for data analysis and visualization. However, it is not designed for general-purpose text editing.

g. Spyder is designed specifically for scientific computing and data analysis, with advanced tools for debugging, profiling, and testing code. However, it may not be as useful for non-scientific programming tasks and lacks some advanced features found in other editors.

h. To conclude, the choice of editor or IDE is dependent on the needs and preferences of the user. For general-purpose programming, Atom, Sublime Text, PyCharm, and VS Code are good choices, while IDLE and Jupyter are more suitable for beginners or those with specific needs. Spyder is a specialized editor designed for scientific computing and data analysis. Ultimately, the best editor is the one that meets the user's specific requirements and fits their workflow.

i. Beginners or those who are just starting to learn may find IDLE or Jupyter to be the easiest to use, while those who need advanced features and tools for web development or scientific computing may prefer PyCharm or Spyder. VScode, Atom, and Sublime Text are good choices for those who want a highly customizable and extensible editor with a wide range of features.

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42

Nanotechnology In Medicine

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Abstract-

Nanotechnology has risen as a promising field in medication, advertising the potential to revolutionize diagnostics, therapeutics, and imaging, with decreased side impacts, and made strides quiet results.

Method for the research will be getting the research papers already existing, studying them and understanding their content and proceeding accordingly.

Outcome was we found out that nanotechnology can be helpful in so many ways not just medicine but other fields too.

Conclusion from the topic is as inquire about increments, different sorts of cross breed NPs appear progressed conveyance properties and get more consideration. Advance inquire about into the science of individual cancers will lead to more particular investigate headings for these drugs.

I. INTRODUCTION

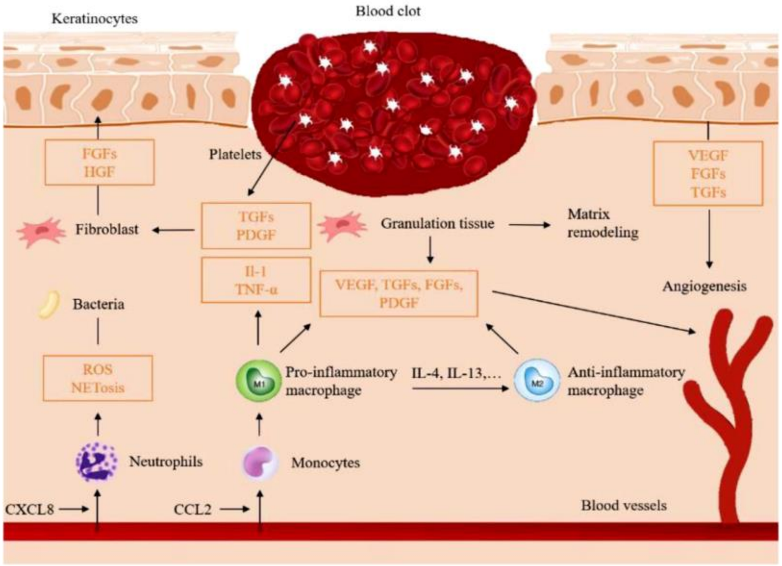
You may have seen someone injured pretty badly in a movie, but suddenly completely healed with the help of science and technology, despite his VFX effects working in the background, what they wanted to show is that when someone is treated that way it is not very good. If they are injured, they will be treated immediately and will be 100% fully functional and better than before.

In the last century, this field of nanotechnology has grown rapidly, and its development has brought many new opportunities to mankind. These technological advances have given us new forms of experimentation and new possibilities. Nanotechnology is the construction of small machines with sizes between 1 and 100 nanometres and the study of nanoscale materials and devices. The use of this technology is possible in many fields, but especially in medicine, it can be very helpful in easily correcting or understanding some symptoms. Nanotechnology could be a novel coherent technique that incorporates materials and sorts of adapt fit for controlling physical fair as manufactured properties of a substance at sub-atomic levels. At that point once more, biotechnology utilizes the data and frameworks of science to control sub-atomic, genetic, and cell strategies to form things and benefits and is utilized in contrasting areas from medicine to cultivating.

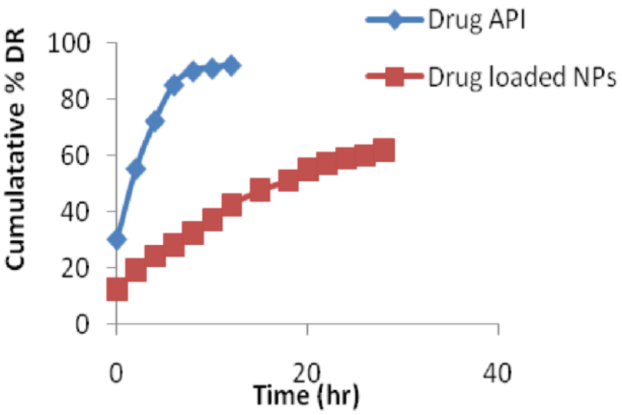
II. WRITE DOWN YOUR STUDIES AND FINDINGS

Nanotechnology in Pharmaceutical:

Diagnostics- In this field nanotech have been connected on different little symptomatic apparatuses, counting lab on a chip framework. And a gadget called as care symptomatic gadget which makes a difference in understanding the demonstrative gadgets. These apparatuses offer assistance for a speedier and more exact determination and diminish other time and assets.

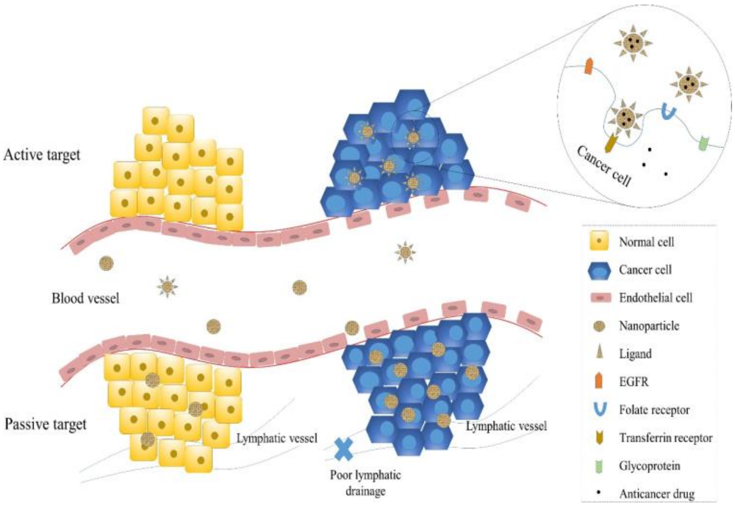


Drug delivery- this is the most tricky and interesting part as because nanoparticles have been shown to be effective carriers for drugs, allowing for targeted delivery of some tissues to specific location this results in more effective and safer treatment and all of this with keeping in mind that the host or the body is harmed in no way.

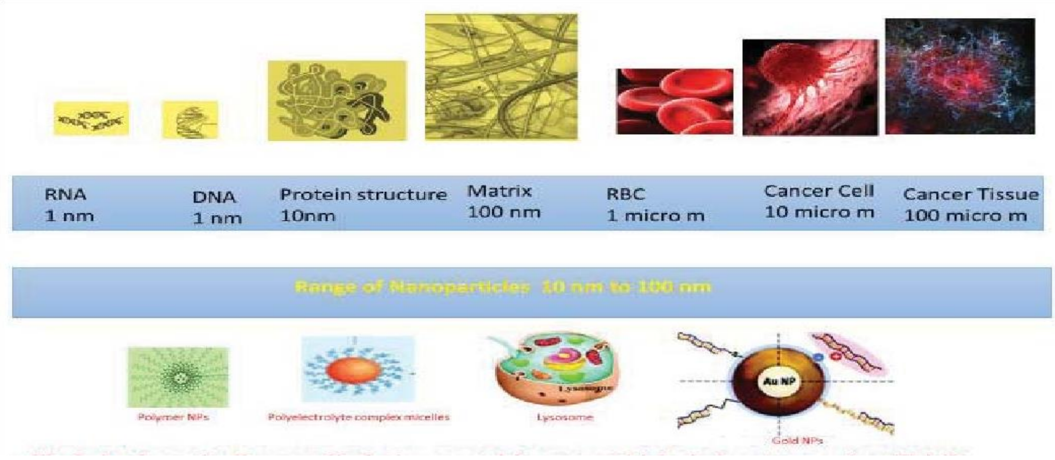


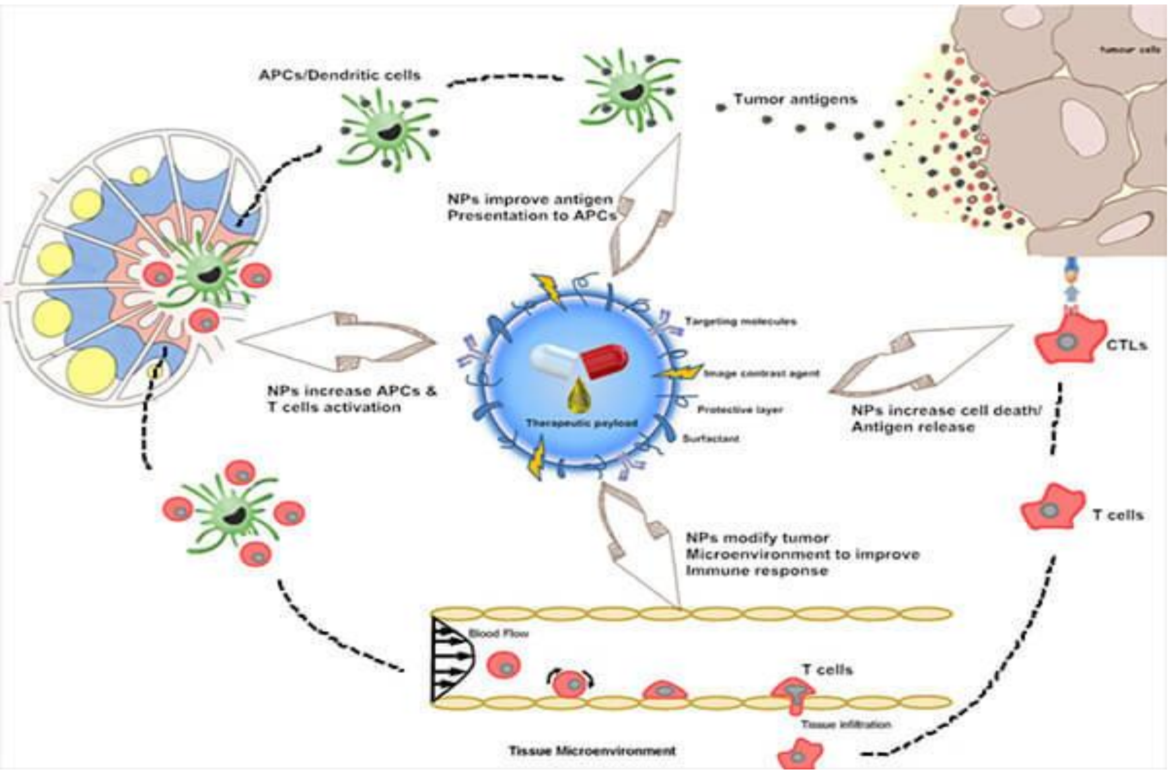
***In-vitro* drug release profile of Alendronate loaded CS NPs and Pure drug in PBS.**

Tissue engineering- in some games or movies we are shown that this technology can heal the person to full capacity or even make that person better than before this tissue engineering, helps in that which tissue will respond and where are they meant to be.



Imaging- This means that these types of scans, such as X-rays, MRIs and CT scans, require imaging, which is harmful, expensive, time consuming and very tedious. Nanotechnology is very simple by comparison, and since all the scans are magnetic devices, they don't damage tissue as much as other scans.





Here is an example how nanotechnology will cure cancer.

III. APPLICATIONS

The most point of nano tech in pharmaceutical is to screen, control, build, repair, resistance and progress the human organic framework at higher level with the assistance of nano structures and nano gadgets that work massively within the other cell units in arrange to induce therapeutic advantage standards of nanotechnology are connected to nano medication such as pseudo insights. A few applications of nanotechnology are:

A few applications of nanotechnology incorporate treatment of push; estimation of weight, theragnostic, utilize of nano particles for treatment of unused vessels, to avoid scars after surgery, and for treatment of retinal illness utilizing quality therapy; and regenerative nano medication. Its current restorative challenges in sedate conveyance, scarring will be revolutionized with the assistance of nanotechnology and will offer assistance in different issues such as sight-restoring treatment for patients and numerous more.

The helpful effects of NDEO were assessed and illustrated restorative enhancement, showing a slant of positive relationship with higher concentrations of treatment lattice within the

NDEO details compared to a showcased item. Histological assessment illustrated that the NDEO re-established the ordinary corneal and conjunctival morphology and is secure for ophthalmic application.

Surgery

Created by Rice College, two pieces of chicken are brought into contact with a meat welder and intertwined together. In this method, a green fluid containing gold-coated nano shells is dribbled onto the seam and the two sides are welded together. This method can be utilized for separated courses amid organ transplantation. Courses can be completely welded with the Tissue Welder

Visualization

Medicate conveyance and its digestion system can be decided by following development. Cells are recolored by researchers to track their developments all through the body. These colors are made to gleam by particular wavelengths of light. Luminescent names were utilized to recolor distinctive numbers of cells. These labels are quantum specks connected to proteins.

Anti-microbial resistance

Anti-microbial resistance can be decreased by utilizing nanoparticles in combination treatment. Zinc oxide nanoparticles can decrease anti-microbial resistance and upgrade the antibacterial movement of ciprofloxacin against microorganisms by interferometer with different proteins that connected with anti-microbial resistance or sedate pharmacological components. increment

Nano pharmaceutical

With nano pharmaceuticals, infections can be identified much prior and symptomatic applications can be built on conventional strategies utilizing nanoparticles. Nano pharmaceuticals may be a modern field in which nanoscale medicate molecule sizes or helpful conveyance frameworks work. Conveying the correct measurements of a particular medicate to a particular infection location remains a challenge within the pharmaceutical industry. Nano pharmaceuticals have incredible potential to address this disappointment of customary therapeutics that give site-specific focusing on of drugs. Nano pharmaceuticals can decrease harmful systemic side impacts, subsequently progressing persistent compliance.

Polymer nanoparticles

Lipid-based nanoparticles that are emphatically charged. When infused into the body, it enacts a capable safe reaction. Polymer nanoparticles are steady and non-phototoxic to people. Cytostatic specialists are joined into the lipid framework of polymeric nanoparticles and consolidated into the endothelial cells of tumour angiogenic vessels. In this manner, cancer tissue encompasses a higher concentration of anticancer drugs. Photosensitizers are discharged from nanoparticles inside tumour cells and this unmistakable light leads to cell-specific c-killing of a few cancer cell lines.

IV. GET PEER REVIEWED

The review of the peer was that the content is good and correct. The sources are right and there are no further changes required.

V. CHALLENGES AND IMPEDIMENTS

All these astounding things too have a few dangers to consider and stops anybody to investigate increasingly because it has numerous impediments that must be tended to. One of the greatest challenges is harmfulness of these nanoparticles, which may possibly be poisonous for the have and there may be a few antagonistic impacts that no one might indeed think of like tissue breakdown. It is totally conceivable that in arrange to treat on tissue or illness it may be a driving figure to cause another to the have, the unwavering quality is less since it has not been tried on live subjects or living tissues. So, it's still on papers and concurring to the calculations it might be a way to advance to a better shape of presence.

VI. CONCLUSION

So, at last in conclusion able to see that the utilize of nanotechnology in pharmaceutical can revolutionize healthcare for great and give unused and way better ways to analyse and treat illnesses, but on the other hand it is additionally imperative to proceed to address challenges and confinements related with this subject and make this as secure as conceivable some time recently applying in field. As inquire about increments, different sorts of cross breed NPs appear progressed conveyance properties and get more consideration. Advance inquire about into the science of individual cancers will lead to more particular investigate headings for these drugs.

VII. ACKNOWLEDGMENT

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43

Incast in Data Center Networks

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Abstract-

Several data center applications follow many-to-one communication pattern at the access layer of data center network (DCN), in which numerous workers (servers) transfers data towards same aggregator (client) through a common ToR switch at the same time. Due to this, goodput collapses and it is termed as incast problem in DCN. There are two types of incast problems. Transmission Control Protocol (TCP) incast problem and Multipath TCP (MPTCP) incast problem. In this paper, existing solutions to TCP incast and MPTCP incast are reviewed comprehensively.

Keywords: TCP, MPTCP, data center network, synchronous read, goodput, Incast.

I. INTRODUCTION

Data center is a pool of computing and storage resources clustered together using communication networks to host Internet-based applications (e.g., search engines, video data hosting, social networking, large-scale computing) and data storage [9][6]. Applications hosted by data center are either data intensive or communication intensive. The thousands of servers may be harnessed to fulfill a simple web search request or database query [6][5]. Building DCN using commodity TCP/IP and Ethernet networks is attractive because of the low cost, ease-of-use and desire to share the bandwidth over multiple compute resources [2]. DCNs are constructed by following switch-based, server-based or hybrid architecture. The FatTree switch-based architecture is most largely used to build large scale and high performing DCNs [10].

In TCP/IP protocol suite TCP is the most popular transport protocol and considered as the backbone of the internet. It provides reliable, byte-stream, connection-oriented services and operates over heterogeneous network topologies. TCP offers flow control and congestion control. Modern implementation of TCP uses slow start, fast-retransmit, fast-recovery and congestion avoidance algorithms. TCP used in DCNs to provide reliable communication between various clients and servers located at DCN on time [3]. Multipath TCP (MPTCP) [11] protocol can be used efficiently to achieve improved throughput, better fairness and robustness over multi-homed network architectures [12]. MPTCP is proposed to replace regular TCP in DCNs. More specifically, it is an extension to TCP which allows multi-homed servers in data center to use multiple paths simultaneously.

DCNs use ToR switches with small-sized buffers, low propagation delay (with hundreds of microseconds of RTT) and high-bandwidth (1 Gb/s and onwards) links [13]. Several data center applications follow many-to-one communication pattern at the access layer of DCN, in which numerous workers transfers data towards same aggregator through a common ToR switch at the same time. This simultaneous busty transmission may overload buffer of a ToR switch connected to aggregator and causes timeout events after frequent packet drops. Due to this, goodput collapses and it is termed as incast problem in DCN [1]. There are two types of incast problems i.e., Transmission Control Protocol (TCP) incast problem and Multipath TCP

(MPTCP) incast problem. In this paper, authors have comprehensively studied TCP incast and MPTCP incast problem in DCN. Section 2 analyses TCP incast and MPTCP incast in DCN. Existing solutions to TCP incast and MPTCP incast are reviewed in section 3. Section 4 provides analysis on existing solutions to TCP incast and MPTCP incast. Paper is concluded in section 5.

II. TCP INCAST AND MPTCP INCAST ISSUES IN DCN

Synchronized read/write operations are commonly performed in DCNs for multiple servers to one client. HDFS, Lustre, Panasas, pNFS, Cassandra, MapReduce are the network file systems used in DCNs to facilitate synchronized read/write operations [8]. Synchronized request workload requires that many-to-one communication pattern to take place between multiple servers and single client in reliable and on time manner.

There are applications need many-to-one communication patterns in DCNs some of the examples are:

a) Social Networking sites: User logs in to the social networking site. If user’s complete profile is stripped across multiple storage servers, request for fetching complete profile can be sent to number of storage servers within the data center. These servers send their part of requested data to client simultaneously [4, 7].

b) Web search applications (search engine): Client submits search query to web search application. There could be hundreds of thousands of storage servers that contain requested data for search query. All storage servers respond with their part of result to the client simultaneously [4, 7].

c) Data warehousing applications and applications used to maintain big organizations data, banks data, government data, hospitals data etc. are all follows many-to-one communication pattern where multiple servers send data to the single client [4, 7].

Under many-to-one communication pattern, multiple single-homed concurrent workers use single path TCP protocol to simultaneously transmit rack-local short flows data towards single-homed aggregator connected with common ToR switch. This creates huge congestion at bottleneck ToR switch connected to single-homed aggregator. This results into **TCP incast** at access layer of single-homed DCN [14].

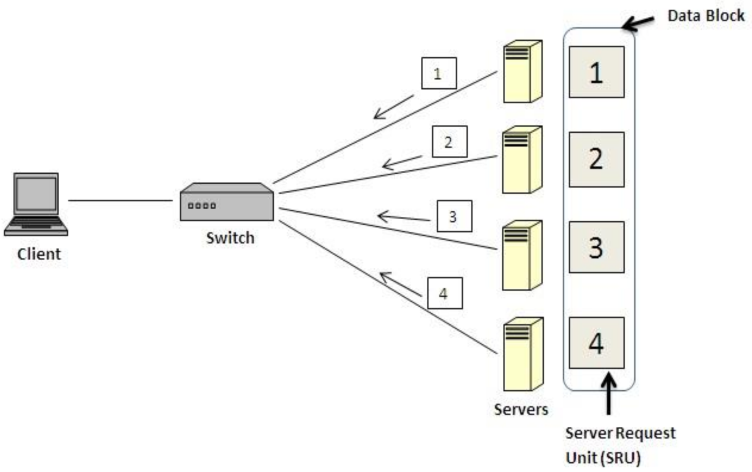

Figure-1: Many-to-one communication pattern in single-homed DCN causing TCP incast

Under many-to-one communication pattern, several multi-homed concurrent workers use MPTCP protocol to simultaneously transmit rack-local short flows data towards same multi-homed aggregator through their multiple subflows. This creates huge congestion at bottleneck ToR switches connected to multi-homed aggregator, causes severe packet loss and results into **MPTCP incast** at access layer of multi-homed DCN [15].

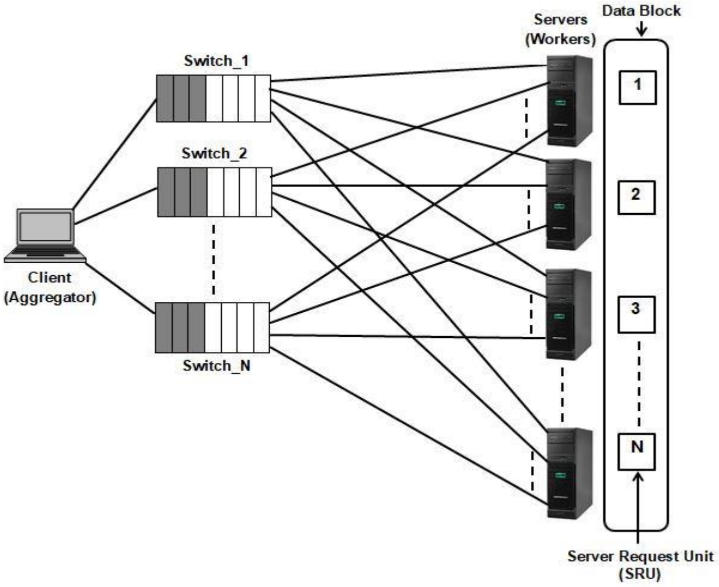

Figure-2: Many-to-one communication pattern in multi-homed DCN causing MPTCP incast

TCP incast and MPTCP incast problems have various consequences such as drop in goodput, increase in flow completion time and minimum fan-out in DCN. This eventually deteriorates data center user's experience. Several methods and protocols are available to mitigate TCP incast and MPTCP incast problems.

III. REVIEW OF EXISTING SOLUTIONS TO TCP INCAST AND MPTCP INCAST

3.1 Existing solutions to TCP incast:

Solutions to TCP incast problem in single-homed DCN are available at application layer, transport layer and data-link layer.

3.1.1) Application layer solutions to TCP incast

Optimal Staggering Data Transfers (OSDT) technique utilizes maximum link capacity without causing any packet loss. OSDT achieves this by limiting worker's transmission rate and number of concurrent workers. OSDT uses application parameters like size of SRU, size of data block, number of concurrent workers and so on. It also considers network parameters like link bandwidth, switch buffer size, RTT, advertised window size. This application and network information is used to build an optimization model [16].

Delayed Server Response at Application Layer (DSRAL) is sequential and delay-based SRU transmission technique. Aggregator uses packet scheduling time, average RTT and SRU size values to calculate time taken by each worker for completing SRU packets transmission. Aggregator enforces workers to perform sequential SRUs transmission by communicating distinct SRU transmission time through request packets [17].

Adaptive Request Schedule (ARS)is a cross-layer design. ARS acquires congestion state information from transport layer by tracking out-of-order data packets received at aggregator TCP. Based on this congestion state information, ARS adjusts number of concurrent flows dynamically by scheduling SRU requests in batches [18].

A serialized SRU packet transmission technique (SERIAL) states that, SRU packets will be transmitted by only one worker at a time. In this application layer scheme, aggregator send request to workers one after another. Until aggregator receives all SRU packets from currently transmitting worker, aggregator does not issue request to next worker for SRU transmission. In this manner, serialized requests transmitted by aggregator makes all workers to transmit their SRUs in sequential order [19].

Enhanced DSRAL (EDSRAL) technique ensures that before currently transmitting worker finishes its SRU transmission, next worker in the list begins its SRU transmission. Hence instead of allowing workers to transmit their SRUs sequentially one after another, EDSRAL allows two consecutive workers in the list to overlap their SRU transmissions. In EDSRAL technique, the Flow Overlapping Factor (FOF) is determined to overlap two consecutive SRU transmissions made by two successive workers in the list. In such a way, EDSRAL helps to utilize data center links at maximum level and produce higher goodput [20].

3.1.2) Transport Layer Solutions to TCP incast

Reducing TCP minimum RTO value states that TCP timeouts are unavoidable, but time spent on waiting for a timeout can be reduced. TCP implementations use an RTO_{min} value of 200ms. This value is generally greater than round-trip times. By reducing the TCP's RTO value, TCP Incast problem can be avoided [8].

Proactive ACK Control (PAC) allows aggregator to receive data packet, create ACK packet, store it at the end of ACKqueue and update incoming traffic volume value. Aggregator determines whether releasing ACK packet will make threshold value less than incoming traffic volume. Until switch buffer has enough space, aggregator does not release ACK. Incoming traffic value is decremented and incremented based on receiving data packet and transmitting ACK packet respectively. ACK packets are scheduled using Multi-level Feedback Queue mechanism [21].

In Adaptive Pacing (AP), worker transmits packets by adding time interval between them. Furthermore, worker dynamically adjusts the time intervals while sending outgoing packets. This is done based on count of simultaneous flows. In AP, to determine starting time for each of n simultaneously transmitting flows, available time interval (i.e. between 0 to t_0) is split into n number of identical time slots. Each worker transmits packets at specific time slot assigned to it. AP requires modification to worker's TCP [22].

Timely Retransmitted ACKs (T-RACKs) update flow-table entries to keep current state of all flows by intercepting TCP header of each arriving and outgoing TCP packet. This helps aggregator to perform fast retransmit and recovery by transmitting adequate duplicate ACKs (dupAcks) after detecting packet loss. Before RTO_{min} timer expires, workers retransmit lost segment. T-RACKs transmit spoofed dupAcks towards worker, if aggregator not receives adequate packets (due to short flows) for generating dupAcks [23].

In **Many to one TCP (M21TCP),** switch continually calculates number of concurrently transmitting workers by tracking presently active discrete flows traversing through its bottleneck interface. Validity of switch determined worker count is for one RTT period only. Switch put calculated worker count in additional 32-bit TCP field of a data packet and forwards data packet towards aggregator. Aggregator receives data packet, retrieves concurrently transmitting workers count and through ACK packet forwards it towards particular worker. Worker receives ACK packet from aggregator, retrieves workers count and then determine its congestion window size. Congestion window size is determined by worker with the help of workers count, maximum header size and switch buffer size [24].

Stochastic Adjustment TCP (SA-TCP) performs congestion control using additive increase and multiplicative decrease. It generates random values for variables α and β, instead of keeping constant values. Arrival of highly busty traffic at bottleneck switch due to concurrent transmissions of multiple workers can be avoided by having random values of α and β. SA-TCP permits fair sharing of aggregate bandwidth among multiple workers [25].

3.1.3) Data Link Layer Solutions to TCP incast

Provisioning Larger Switch Buffers: Timeouts are the primary cause of incast, and the root cause of timeouts is packet losses. Use of larger switch buffers can reduce the significant packet losses at client side. Increasing the switch buffer size at client side doubles the number of servers that can transmit before the system experiences incast. Unfortunately switches with larger buffers costs more. Hence this cannot be the optimal solution for TCP incast problem [1].

Flow Control Method: Switch supporting Ethernet Flow Control (EFC) transmit a pause frame towards packet transmission interface, once it is overloaded by packets. Device attached to packet transmission interface pause the transmission of packets for particular time period upon receiving pause frame. The EFC mechanism is not effective in a network containing workers and aggregator connected through more than one switch. EFC face an issue of head-of-line blocking [1].

Congestion Control Method: Quantized Congestion Notification (QCN) is IEEE 802.1 QAU based standard and commonly used link layer congestion control method. Congestion Point (CP) i.e., switches, Reaction Point (RP) i.e. worker are 2 different locations where QCN is implemented. CP exists between worker and aggregator which tracks queue length growth rate by counting number of received packets. CP transmits negative feedback packet to worker, if it detects congestion. RP reduces transmission rate if it receives negative feedback packet from CP [26].

3.2 Existing solutions to MPTCP incast

MPTCP-L aims to solve MPTCP incast by avoiding packet loss and reducing latency of rack local short flows. This is done by replicating each packet of short flow on two subflows and ensuring that aggregator will receive transmitted packet on at least one subflow [27].

Adaptive Multipath Transmission Control Protocol (AMTCP) aimed to mitigate MPTCP incast by minimizing scheduling and resource overhead for short flows. Furthermore, AMTCP has goal of improving throughput of large flows. According to application workloads, number of subflows of a multipath worker is dynamically adjusted by AMTCP [28].

Fast multi-path loss recovery (FUSO) is a recovery-based multipath transport protocol that immediately retransmit lost packet by exploiting multipath diversity in DCNs. In FUSO, subflow having spare congestion window slots and less congestion is used by multipath transport worker to immediately transmit recovery packet whenever worker detects packet loss on another congested subflow [29].

Balanced Multipath TCP (BMPTCP) efficiently mitigate MPTCP incast in multi-homed DCNs. BMPTCP computes and controls subflow congestion window sizes by considering ToR switch buffer size, total header size of data packets and count of total flows traversing through bottleneck interface of ToR switch. It maintains identical congestion window size for all concurrent subflows to avoid timeout events due to full window loss at ToR switch [30].

eXplicit Multipath (XMP) protocol balances latency with throughput. XMP use Buffer Occupancy Suppression (BOS) algorithm to control bottleneck ToR switch buffer occupancy by employing ECN mechanism. Furthermore, Traffic Shifting (TraSh) algorithm is used to shift traffic between multiple paths to equally balance traffic and relieve congestion. XMP does not utilize whole capacity of link buffer [31].

Efficient Scheduling scheme with Explicit congestion notification (ESE) scheme schedules DCTCP and XMP mixed flows. Compared to DCTCP short flows, buffer of ToR switch is occupied more aggressively by XMP large flows, hence for XMP and DCTCP flows, dual service queues with ECN is maintained. Urgent flows are delivered with highest priority by providing extra queue. According to the congestion situation, ESE scheme dynamically adjusts number of subflows of workers [32].

Adaptive Multipath (AMP) protocol is designed to handle last hop unfairness and MPTCP incast problems. AMP converts multipath flow into single-path flow immediately after detecting last hop unfairness or MPTCP incast problem. AMP again reverses single-path connection to multipath connection once last hop unfairness and MPTCP incast problems disappear and perform data transmission through multiple paths [33].

IV ANALYSIS AND DISCUSSION

In this section, we have performed comparative analysis of existing solutions to the TCP incast and MPTCP incast. Solutions to the TCP incast are compared in the below Table-1. Table-2 contains MPTCP incast solutions and mechanisms followed by those protocols.

Table-1: Comparative analysis between TCP incast solutions

Technique	Implementation At	Additional shim layer	Server modification	Switch modification
OSDT	Application Layer	No	No	No
DSRAL	Application Layer	No	No	No
ARS	Application Layer	No	No	No

SERIAL	Application Layer	No	No	No
EDSRAL	Application Layer	No	No	No
Reducing RTO$_{min}$	Transport Layer	No	No	Yes
PAC	Transport Layer	No	Yes	No
AP	Transport Layer	No	No	Yes
T-RACKs	Transport Layer	Yes	No	No
M21TCP	Transport Layer	No	Yes	Yes
SA-TCP	Transport Layer	No	No	Yes
Large Switch Buffer	Link Layer	No	Yes	No
EFC	Link Layer	No	Yes	Yes
QCN	Link Layer	No	Yes	Yes

As given in Table-1 OSDT, DSRAL, ARS, SERIAL, EDSRAL are some of the application layer techniques that not require additional shim layer implementation, server modification and switch modification. Hence application layer techniques to mitigate TCP incast are considered as an efficient technique compared to transport layer and switch layer techniques. But as compared to transport layer solutions, application layer solutions do not support large number of servers under many-to-one communication pattern. Transport layer solutions demand modification at server, at ToR switch or at both the devices. T-RACKs which is transport layer solution does not require server and switch side modification but an additional shim layer need to be implemented above transport layer to allow T-RACKs to function. Lastly, link layer techniques require modification at server as well as at switch devices.

Compared to transport layer techniques, link layer techniques do not support large number of concurrent servers under many-to-one communication pattern.

Table-2: MPTCP incast solutions and their corresponding mechanisms

Protocol	**Mechanism**
MPTCP-L	Replicates packets on multiple subflows
AMTCP	Based on congestion situation dynamically adjusts number of subflows of a worker
FUSO	Retransmit recovery packets over another non-congested subflow
BMPTCP	Controls workers subflow congestion window size based on bottleneck switch buffer handling capacity
XMP	Employs ECN-based mechanism to control growth of subflow congestion window
ESE	Employs ECN-based mechanism to control growth of subflow congestion window
AMP	Based on congestion situation dynamically adjusts number of subflows of a worker

As per Table-2, MPTCP-L protocol replicates packets on multiple subflows. AMP and AMTCP protocols dynamically adjust number of subflows of a worker. FUSO protocols retransmit recovery packets over another non-congested subflow. BMPTCP controls congestion based on switch buffer size. XMP and ESE protocols employs ECN-based mechanism to control growth of subflow congestion window. It is important to consider bottleneck ToR switch buffer size while determining subflow congestion window size hence controlling congestion based on ToR switch buffer size is an effective method to mitigate MPTCP incast in multi-homed DCN.

V CONCLUSION

Many-to-one traffic pattern is common in DCNs, where simultaneous data transfer from multiple servers to a single client overloads the clients switch buffer. This results into one or more timeouts, retransmissions, throughput collapse and is called as incast problem in DCN. TCP incast and MPTCP incast are two types of incast problems. TCP incast is mitigated at application, transport and link layer. Application layer solutions are easy and efficient but fail to support large number of concurrent servers. More research is required to provide rate-based transport layer solutions which has potential to support large number of concurrent servers. Researchers have proposed variety of mechanisms to avoid MPTCP incast in multi-homed DCN.ECN-based mechanisms efficiently mitigate MPTCP incast problem by supporting large number of concurrent servers. Additional research is required to improve window-based solutions for mitigating MPTCP incast in multi-homed DCN.

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44

Cloud Computing: Issues and Existing Solutions

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Abstract

The computational universe has grown in size and complexity. The cloud is a new technology in the Information Technology (IT) industry that provides IT resources over the internet. Cloud-based services are available on demand, scalable, device agnostic, and dependable. Virtualization is the foundation of cloud computing. Due to cost, virtualization, elasticity, broad network access, metered service features cloud computing becomes integral part of almost all small to medium to large businesses. Cloud services providers and cloud users experiences several key issues of cloud computing such as vendor lock-in, security, incast, scalability, availability, load balancing, performance, data lock-in and many more. In this paper, authors have reviewed security, incast, load balancing, scalability issues of cloud computing. Furthermore, solutions to security, incast, load balancing and scalability issues are analyzed comprehensively.

Keywords: Cloud computing, security, incast, scalability, load balancing

1. Introduction

The cloud computing framework has been anticipated since nearly the middle of the last century. It provides scalable or elastic computer technology on virtually all platforms. Computing devices that support all existing and archaic software tools and technologies and are served via disparate networks, allowing it to be platform independent, portable, and ubiquitous. Similarly, the capacity to provide service on-demand, share, and instantly commission and decommission configurable computing resources makes it resilient, sustainable, and near-utility computing. It provides software as a service (SaaS), platform as a service (PaaS), and infrastructure as a service (IaaS) service. Application software services are referred to as SaaS, application infrastructure services are referred to as PaaS, and system infrastructure services are referred to as IaaS. Cloud computing technology is available in four flavors: private, community, public, and hybrid cloud [1].

The reduced cost is frequently what draws organizations to the cloud. Customers do not have to worry about hardware maintenance and upgrade costs, or the additional cost associated with underutilized physical systems, because they are charged per execution-hour or gigabyte of storage. The use of virtualization enables easy scalability, whether through the duplication of instances or by changing the amount of CPU and memory available on a virtual machine. There are several advantages to mobility. The location and placement of resources in the cloud has no bearing on information access. The benefit of cloud computing is the execution environment and information can be located near to the location of highest demand, which is a benefit. The cloud computing environment shifts physical system administration to the cloud provider, resulting in centralized administration of cloud services. This enables customers' IT departments to concentrate on the solutions of their organizations. Most cloud service providers host customer data in multiple locations. This distributed resource approach results in system redundancy, if some of the resources are depleted, the effect on the remaining resources will be minimal.

Cloud computing is accessed remotely, it presents a number of challenges, including high security and a plethora of other complex technical demands. Common cloud computing issues include common infrastructure, safety, data lock-in, unpredictable outcomes, data transfer bottlenecks, lack of control, insiders, out-of-scope employee errors, reduced OS customizability, repairing, physical data location, internet risks, audit, traceability, encryption, authentication and authorization, and confidentiality and privacy [11,30-34]. This paper reviews a few important issues and their existing solutions made available by researchers. Section 2 describes major issues in cloud computing. Section 3 contains existing solutions to issues described in section 2. Analysis about existing solutions is given in section 4. Finally, the paper is concluded in section 5.

2. Issues in cloud computing

Cloud computing has several issues and challenges. In this paper we have studied 4 major issues of cloud computing viz security, incast, load balancing and scalability.

2.1 Security issue

Depending on a business's needs, privacy and security issues may arise. For instance, in order to protect the confidentiality and integrity of its customers, the banking industry depends heavily on data. Access, trust, virtualization, software, and computation are some of the concerns and difficulties associated with cloud computing security. Access and computation-related threats have been recognized as the most significant ones, making up around 51% of all threats. Cryptography, virus, storage, and sanitization provide computational challenges. Physical safety issues and authentication are difficulties with access. Due to the possibility of data being used by unauthorized individuals, confidentiality and data security are also top security issues. Another significant security problem with the cloud is lack of control. Furthermore, XML signature element wrapping, cloud malware injection attacks, hostile insiders, and cyberattacks are all possible in a cloud setting. The cloud layer is added with a malicious program by an attacker, who then treats it as a legitimate instance. In addition, a Trojan horse or malware could be uploaded to the cloud [25].

In a cloud environment, data security threats can be classified as either external or internal. Internal threats are primarily the result of insider attacks, while external threats are the result of outside attacks when data is accessed by a third party. Attackers have the ability to obtain a user's personal information. To ensure data availability, the cloud infrastructure must be scalable. Data dependability, privacy and confidentiality of data, data availability, data location, backup and recovery of data, data encryption are major security issues [28, 29].

2.2 Incast issue

Cloud data center networks (DCNs) use ToR switches with small-sized buffers, low propagation delay (with hundreds of microseconds of RTT) and high-bandwidth (1 Gbps and onwards) links [4]. Several data center applications follow a many-to-one communication pattern at the access layer of DCN, in which numerous workers transfer data towards the same aggregator through a common ToR switch at the same time. This simultaneous busty transmission may overload the buffer of a ToR switch connected to the aggregator and cause timeout events after frequent packet drops. Due to this, goodput collapses and it is termed as an incast problem in DCN [5].

There are two types of incast problems i.e., Transmission Control Protocol (TCP) incast problem and Multipath TCP (MPTCP) incast problem. Under many-to-one communication pattern, multiple single-homed concurrent workers use single path TCP protocol to simultaneously transmit rack-local short flows data towards single-homed aggregator connected with common ToR switch. This creates huge congestion at bottleneck ToR switch connected to single-homed aggregator. This results into TCP incast at access layer of single-homed DCN [6]. Under many-to-one communication pattern, several multi-homed concurrent workers use MPTCP protocol to simultaneously transmit rack-local short flows data towards same multi-homed aggregator through their multiple subflows. This creates huge congestion at bottleneck ToR switches connected to multi-homed aggregator, causes severe packet loss and results into MPTCP incast at access layer of multi-homed DCN [7]. TCP incast and MPTCP incast problems have various consequences such as drop in goodput, increase in flow completion time and minimum fan-out in DCN. This eventually deteriorates the data center user’s experience.

2.3 Load Balancing issue

In order to prevent any one server from becoming overloaded and experiencing performance problems or outages, load balancing is a technique that divides incoming network traffic among several servers. Load balancing enhances application efficiency and dependability by maximizing throughput, reducing reaction times, and preventing service interruptions. According to numerous techniques, including round-robin, least connections, IP hash, and others, load balancing distributes traffic requests among various servers. According to the selected methodology, the load balancer serves as a single-entry point for incoming traffic and distributes the requests to the servers.

The application layer, transport layer, and network layer are just a few of the network layers where load balancing can be used. With HTTP(S) load balancers, load balancing can be accomplished at the application layer by distributing traffic according to URLs, cookies, or other application-specific parameters. TCP/UDP load balancers can be used for load balancing at the transport layer, distributing traffic according to IP addresses, ports, or other transport layer parameters. DNS load balancers, which distribute traffic based on DNS requests, can be used for load balancing at the network layer. In web applications, e-commerce sites, online gaming, and other high-traffic services, load balancing is frequently used to increase the scalability, availability, and performance of programs.

While load balancing can significantly improve the performance and availability of an application, there can also be certain difficulties and problems. Many typical load balancing problems include the following:

Single Point of Failure: If load balancers malfunction or get overloaded, they may become a single point of failure in and of itself, which may result in system outage.

Insufficient Scaling: If the load balancer is improperly configured, it may not be able to handle the load or scale up to meet rising traffic demands, which would negatively affect the performance and response times of the application.

Inefficient Traffic Distribution: Load balancing algorithms occasionally distribute traffic in an uneven or inefficient manner, resulting in a less-than-ideal distribution of resources and lengthier response times

Lack of Monitoring: If the load balancer is not sufficiently monitored, it may fail to identify difficulties or issues with the servers, resulting in slower response times and even downtime.

Security Concerns: Load balancers can become a target for attacks, and hackers may try to take advantage of flaws in the load balancer to access the network or interrupt services.

Configuration Complexity: Setting up and operating a load balancer can be difficult and need specific knowledge and skills, which might result in mistakes and incorrect configurations that can create issues.

Selecting a trustworthy load balancer is crucial, as is making sure it is properly configured, well-monitored, and consistently patched with security updates. Moreover, routine load testing can aid in seeing and resolving possible problems before they arise. Also, if there is a breakdown or overload, having a backup or failover load balancer can lessen the chance of downtime.

2.4 Scalability issue

Scalability issues in cloud computing refer to the challenges that arise when expanding or shrinking cloud resources to accommodate changes in workload demands. These issues can impact the performance, availability, and cost of cloud services. Scalability is one of the primary benefits of cloud computing, which allows businesses to easily expand or shrink their computing resources according to their needs. However, scalability can also present certain challenges, particularly related to performance and cost, which are known as scalability issues.

As the workload on cloud resources increases, it can lead to performance degradation, resulting in slower response times and decreased availability of the application [2]. While scaling up cloud resources can improve performance, it can also lead to increased costs [3]. Allocating the right number of resources to meet changing demand can be a challenge. Under-provisioning can lead to poor performance, while over-provisioning can result in higher costs [8]. Scaling a complex, distributed system can create integration challenges, particularly when integrating with legacy systems or third-party services [9]. As the number of cloud resources increases, the risk of security breaches and data leaks can also increase. This can be caused by a number of factors, including inadequate security controls, misconfigured resources, or insider threats [10].

3. Existing solutions to cloud computing issues

3.1 Existing solutions to Security

Virtualization of Computer Systems: A number of security risks involved with guest virtualization, such as hypervisors or VMMs, and host virtualization, such as Virtual Machines VMs. The problems occur if the hypervisors are affected as a result of some of the VM gaining privileged access. This malicious VM can then perform malicious operations on other VMs in the multi-tenant environment. This occurs when hackers exploit loopholes in the hypervisor's software [36].

Programming for Applications: Cloud computing heavily relies on web applications or web services, as well as SOA. The OWASP list of the top most critical web application security risks are crucial [20]. The study also discusses the exploitability, prevalence and delectability, and technical impact of each risk. Injection (Structured Query Language SQL, Operating System OS, and Lightweight Directory Access Protocol (LDAP)), Insecure Direct Object Reference (DOR), Security Misconfiguration, and Missing Function Level Access Control are all easily exploitable [35].

Integrated Security on Multiple Levels: There is a large body of literature debating and promoting the concept of security-as-a-service. However, there are clear negative implications to this thought that are extremely detrimental to the spread of cloud computing. For starters, it implies that one must pay directly for security, which is a significant deterrent in an era of scarce competitive resources. Second, it implies that security is a luxury of effluents, undermining efforts to close the digital divide. The worst implications are that it sends the message that without a security-as-a-service subscription, your resources are not secure, which is a major deterrent for potential adopters [37].

Many security measures can be taken, including standardizing APIs, establishing a public key infrastructure, and disseminating data. In order to increase security levels in cloud computing, access control, authentication, and authorization are crucial. Cloud computing is one of the most serious security issues currently being addressed. A lack of security measures, or their ineffective implementation, can pose significant data-transmission risks [26, 27].

3.2 Existing solutions to Incast

3.2.1 Existing solutions to TCP Incast

Reducing RTO_{min} Timer: A smaller RTO_{min} value allows each worker to quickly perform retransmissions after immediately detecting packet loss. Reducing RTO_{min} timer method ensures efficient utilization of aggregator’s link capacity [12].

Incast Congestion Control for TCP (ICTCP): ICTCP controls transmission rates of workers by adjusting advertised window size. This helps to prevent bottleneck switch buffer overflow.

ICTCP uses measured available bandwidth at aggregator and RTT values to adjust advertised window size. ICTCP necessitates per RTT calculation of throughput for each TCP flow. In ICTCP, at the aggregator side, on top of TCP layer, an additional shim-layer implementation is required [13].

Data Center TCP (DCTCP): DCTCP keeps switch buffer occupancy under threshold value. Switch marks new incoming data packet with CE codepoint, if switch buffer is occupied beyond marking threshold K. DCTCP causes premature indication of congestion as it marks packets very early. DCTCP requires worker TCP, aggregator TCP and switch operation modifications [14].

Adaptive Application-layer Incast Control scheme (AAIC): Depending upon current network situation and number of concurrent flows, AAIC equally sets the advertised window size of each concurrent flow. Furthermore, AAIC dynamically regulates the number of concurrent flows using a sliding-connection-window mechanism [15].

Proactive Incast Congestion Control system (PICC): Frequently requested data objects (i.e., popular data objects) are placed into selected workers. Such kind of data placement into a limited number of workers avoids incast congestion. Moreover, PICC identifies data objects that are concurrently requested and are re-allocated into the same workers [16].

Cross-Layer Flow Schedule with Dynamic Grouping (CLFS-DG): Aggregator use application-level information to organize data transmission schedules. Grouping of multiple workers is done for performing concurrent transmissions but simultaneously flow completion deadline is also satisfied. Finishing flow transmission before exceeding switch buffer capacity and forming optimal groups of workers are the objectives of CLFS-DG [17].

Enhanced DSRAL (EDSRAL): This application layer technique allows consecutive workers to overlap their SRU transmissions by using Flow Overlapping Factor (FOF). This helps EDSRAL to efficiently utilize DCN links at maximum level, offer higher application goodput and reduce flow completion time [18].

3.2.2 Existing solution to MPTCP Incast:

Equally-Weighted Multipath TCP (EW-MPTCP): EW-MPTCP alleviates MPTCP incast by weighting subflows of each MPTCP connection. That is, EW-MPTCP controls aggressiveness of each MPTCP subflow competing at a shared bottleneck irrespective of number of subflows and concurrent workers [19].

Maximum Multipath TCP (MMPTCP): MMPTCP attempts to decrease latency-sensitive short flows completion time and to increase goodput of long flows. MMPTCP uses two protocols i.e., Packet Scatter (PS) protocol to transmit initial specific number of bytes under single congestion window and MPTCP protocol to transmit remaining bytes through multiple congestion windows [20].

Queuing Cache Balance Factor (QCBF): In QCBF, initially, ToRs cluster cache balance queue is built by proposing buffer pool balance factor. Then based on this buffer pool balance factor, congestion window of each concurrent subflow is determined [21].

Advanced MPTCP (AMP): AMP strives to avoid MPTCP incast by decreasing short flows delay and improving large flows throughput. This is done by detecting and controlling congestion through adjusting time granularity. AMP adjusts the subflow congestion window by tracking arrived ECN-marked packet position in congestion window [22].

Datacenter MPTCP (DCMPTCP): DCMPTCP reduces overhead by removing unnecessary subflows. This is done after identifying many-to-one rack local traffic. Upon detecting many-to-one rack local traffic, FACT algorithm allows MPTCP to switch to standard TCP by removing additional subflows [23].

Balanced Multipath TCP (BMPTCP): BMPTCP protocol is proposed to efficiently mitigate MPTCP incast in multi-homed data center networks. BMPTCP computes and controls subflow congestion window sizes by considering ToR switch buffer size, total header size of data packets and count of total flows traversing through bottleneck interface of ToR switch. It maintains identical congestion window size for all concurrent subflows to avoid timeout events due to full window loss at ToR switch [24].

3.3 Existing solutions to Load balancing

Load balancing: Load balancing distributes workloads across multiple servers, reducing the load on any single server and improving performance and availability.

There are several solutions for load balancing, each with its own advantages and disadvantages. Here are some popular load balancing solutions:

Hardware Load Balancers: These are specialized hardware devices designed to handle high traffic loads and provide advanced features such as SSL offloading, caching and security features. Hardware load balancers can be expensive, but they offer excellent performance and scalability.

Software Load Balancers: These are software-based load balancing solutions that can be used on regular servers or virtualized environments. They are more cost effective than hardware load balancers and offer many of the same features.

Cloud Load Balancers: These are load balancing solutions offered by cloud service providers such as Amazon Web Services (AWS) Elastic Load Balancing (ELB), Microsoft Azure Load Balancer and Google Cloud Load Balancing. These services are scalable, reliable and offer advanced features such as auto-scaling, health checks and geo-routing.

DNS Load Balancing: DNS load balancing means using DNS servers to distribute traffic to different servers based on DNS queries. This solution can be cost-effective, but may not be as reliable or offer as many features as hardware or software load balancers.

Each of these load balancing options has advantages and disadvantages of its own, and the best option will be determined by a number of variables, including the application type, traffic load, budget, and scalability needs.

3.4 Existing solutions to Scalability

Auto-scaling techniques: Auto-scaling is a technique used in cloud computing to automatically adjust the number of resources based on the workload. This technique can help to optimize the performance of the system and reduce the cost of the infrastructure [38].

Caching: Caching is a technique used to store frequently accessed data in memory or on disk, in order to reduce the amount of time it takes to access the data. This technique can help to improve the performance of the system and reduce the load on the database [39].

Database optimization: Database optimization is a technique used to improve the performance and scalability of a database in a cloud computing environment. This technique can involve optimizing the database schema, tuning the database configuration, and using techniques such as sharding and replication [40].

Predictive scaling: Predictive scaling is a technique used to predict future resource usage based on historical data, in order to proactively scale the infrastructure. This technique can help to ensure that the system is always available and responsive, even during periods of high demand [41].

Cloud-native architectures: Cloud-native architectures are a set of design principles and practices that enable applications to be developed and deployed in a cloud computing environment. This approach can help to improve the scalability, availability, and resilience of the system.

Multi-cloud and hybrid cloud: multi-cloud and hybrid cloud architectures involve using multiple cloud providers or combining on-premises and cloud-based resources to provide greater scalability, flexibility, and resilience.

4. Analysis and discussion

This section analyses few of the existing solutions to security, incast, load balancing and scalability in cloud computing technology. Table-1 shows issues and their existing solutions.

Table-1: Cloud computing issues and existing key solutions

Cloud computing issues	Existing key solutions
Security	Strong access control
	Regular security assessments
	Keeping the hypervisor software up to date with security patches
	Establishing a public key infrastructure
	Authentication and authorization
	Use of security controls such as firewalls and intrusion detection systems

TCP Incast	Reducing RTO_{min} Timer
	Incast Congestion Control for TCP (ICTCP)
	Data Center TCP (DCTCP):
	Adaptive Application-layer Incast Control scheme (AAIC)
	Proactive Incast Congestion Control system (PICC)
	Cross-Layer Flow Schedule with Dynamic Grouping (CLFS-DG)
	Enhanced DSRAL (EDSRAL)
MPTCP Incast	Equally-Weighted Multipath TCP (EW-MPTCP)
	Maximum Multipath TCP (MMPTCP)
	Queuing Cache Balance Factor (QCBF)
	Advanced MPTCP (AMP)
	Datacenter MPTCP (DCMPTCP)
	Balanced Multipath TCP (BMPTCP)
Load balancing	Hardware Load Balancers
	Software Load Balancers
	Cloud Load Balancers
	DNS Load Balancing
Scalability	Auto-scaling techniques
	Caching

	Database optimization
	Predictive scaling
	Cloud-native architectures

Encryption technique is implemented at application layer hence it becomes an efficient technique. Access control mechanism is implemented at all layers that is physical, link, network, transport and application layer of TCP/IP protocol suit. Due to this, Access control mechanism is considered as robust to ensure security in cloud environment as it can be implemented at all the layers of TCP/IP protocol suite. Multi-factor authentication is one of the important techniques to ensure robust security in cloud environment as multiple forms of authentications are required for attackers to get unauthorized access to cloud resources.

Application layer solutions such as AAIC, PICC, CLFS-GD, DSRAL mitigates TCP incast and considered as an easy technique compared to transport layer solutions as they do not demand modification to TCP/IP protocol stack and switch operations. Compared to application layer solutions transport layer solutions support large number of servers under many-to-one communication pattern. ECN-based solutions (AMP) are robust solutions to mitigate MPTCP incast as compared to window-based solutions (EW-MPTCP, BMPTCP, QCBF) and dynamic subflow management solutions (MMPTCP, DCMPTCP).

Software load balancers are cost effective solutions to load balancing as compared to hardware load balancers. But hardware load balancers efficiently perform load balancing as compared to software load balancers.

Many organizations address scalability issues by adopting various strategies, such as using auto-scaling tools to adjust resource allocation automatically, implementing caching mechanisms to improve performance, and using cloud-native security tools to enhance security. It is important to carefully plan and test cloud infrastructure to ensure it scales effectively while maintaining optimal performance and cost efficiency. In summary, there are a range of existing and suggested solutions to address scalability issues in cloud computing, ranging from auto-scaling and load balancing to predictive scaling and cloud-native architectures. By adopting these solutions, organizations can improve the performance, availability, and cost-efficiency of their cloud services.

5. Conclusion

Cloud computing model is well adopted by large community of service providers, small to medium to large organizations and individuals. Cost effectiveness, metered-service, elasticity, broad network features of cloud computing make it exponentially popular. Users' experiences some of the potential issues while accessing services of cloud computing. These issues include security, incast, load balancing, scalability. Multi-factor authentication, access control, encryption, intrusion detection systems, firewalls are some of the popular solutions to ensure security in cloud environment. Rate-based and ECN-based transport layer solutions have potential to effectively mitigate TCP and MPTCP incast issue in cloud data centers. Hardware load balancers are widely used in cloud environment to ensure load balancing. Scalability issue competently mitigated through auto-scaling techniques.

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45

Towards Sustainable Computing: Recent Advances and Challenges in Green Cloud Computing

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Abstract-

The concept of "green cloud computing" is the young field that emphasises the efficient use of data centre computing assets with a goal of reducing the carbon footprint and adverse environmental effects. This article provides a thorough overview of the most recent findings and developments in green cloud computing. The manuscript covers a wide range of topics, including virtualization methods, eco-friendly networks, and environmentally sustainable computing procedures. The article also examines the difficulties and opportunities associated with green cloud computing and suggests possible lines of inquiry for further study.

Key Words: Cloud, Cloud Computing, Green Cloud Computing, Virtualisation, Energy efficiency

I. INTRODUCTION

The methods by which individuals and organisations access and make use of computing resources have undergone a significant transformation thanks to the use of cloud computing. But there are now significantly more data centres due to the growing demand for these resources. These facilities Consume substantial amounts of power and release significant quantities of carbon dioxide. Green Cloud Computing, a solution to this problem, aims to lessen the potential ecological consequences of utilising cloud computing for maintaining high performance and dependability. The present article aims to offer insights into the challenges and possibilities in the realm of green cloud computing by summarizing the latest studies and advancements in the field.

With the goal of reducing cloud computing's negative environmental effects, the realm of "green cloud computing" is rapidly growing. In order to do this, Attempts are being undertaken to improve data centre energy usage and reduce cloud computing's carbon footprint. To achieve these goals, a variety of techniques and technologies have been developed, including virtualization, green networking, energy-efficient data centre architectures, and sustainable computing methodologies.

Within academic and professional circles, there has been an increase in interest in green cloud computing over the recent years. Experts have suggested a number of potential remedies and suggested strategies to address the energy consumption and carbon emissions associated with cloud computing. Additionally, businesses are investing in technologies and initiatives aimed at reducing the environmental effects of their data centres as a result of realising the value of environmentally friendly computing.

This article intends to offer a thorough and comprehensive summary of the most recent developments and research in green cloud computing. It encompasses a broad spectrum of subjects, including virtualization techniques, green networks, and ethical computing procedures. Energy-efficient data centre designs are just one example. We also examine the problems and prospects for green cloud computing and suggest possible directions for future study.

Ultimately, this paper offers insightful observations about the condition of green cloud computing today and its capacity to mitigate its environmental impact. The findings of this paper can guide future research and advancements in this field and provide real-world solutions for organisations and individuals.

II. LITERATURE REVIEW

The Green computing movement has emerged as concerns about the sustainability of the environment have grown.[1]

In recent times, there has been a notable surge in the update of environmentally-friendly cloud computing practices, with numerous studies being done to expand its useful application in various contexts. An energy-saving scheduling algorithm that makes use of a neural network predictor has been created by the authors Truong Duy, Sato, and Inoguchi et al. to lower energy consumption in cloud computing. The algorithm first determines the maximum load by using the server's estimation of the load at time t and the time required to restart.[2]

Effective cloud power management is essential when using green cloud computing, which promotes the use of economical and environmentally friendly technologies. While the cloud offers users all the services they require, it is likely that some of those services won't be fully utilised, which would result in more carbon emissions into the atmosphere and subsequent effect from air pollution. Conducting regular checks to ensure efficient use of resources is imperative.[3]

Some ways to green cloud computing:

The study suggested an "Integrated Green Computing System" to address the problem of carbon emissions brought on by cloud systems in large businesses. This system would include an "Ant Web Algorithm" and a "Special Query Algorithm”. The study offers a thorough examination of the environmental effects brought on by the advent of cloud computing. The researchers also looked at how the internet affects people negatively and proposed solutions to lessen the carbon footprint of the internet.[3]

Data centres have experienced substantial growth due to the widespread adoption of cloud computing across various industries. This has increased energy consumption and consequent environmental effects, including a larger carbon footprint. Because energy use and carbon emissions are correlated, energy management strategies that increase cloud computing's energy efficiency are required in order to achieve "green" computing.[4]

This has become a significant problem and challenge for both business and society. Costs and carbon emissions have gone up as a result of the increase in energy consumption. It is crucial to identify an eco-friendly and economically viable solution that effectively tackles the issue of excessive energy usage. The field of cloud computing urgently needs to achieve "green" computing.[4]

Nearby schools have developed a programme to promote eco-friendliness in virtualization and use a variety of strategies to lessen the cradle-to-gate cycle. By taking into account practical options like virtual servers and virtualization preparation and transfer, it illustrates ways to improve system energy efficiency.[5]

Data centres frequently employ virtualization technology because it gives users access to flexible resources while maintaining security and stability. As a result, many data centres are managing their resources through the use of virtualization technology. As a result, many energy-efficient scheduling algorithms have been created especially for virtualized clouds.[6]

Optimising task execution time in data centres requires effective task scheduling. Numerous task scheduling algorithms have been devised, such as Green Round Robin, Random, and Heros. When the results of these algorithms were compared, it was discovered that the Green Cloud scheduling algorithm performed better in terms of energy consumption, with a reduction in power consumption of about 2% when compared to other schedulers.[7]

PUE and DCiE: Data centers employ metrics such as Power Usage Effectiveness (PUE) and Data Center Infrastructure Efficiency (DCiE) to optimize energy consumption and minimize waste. PUE measures the efficiency of energy utilization within data centers, while DCiE serves as a metric for power management and is the reciprocal of PUE.[8]

The acronym "GCA" represents "Green Cloud Architecture," which is a design approach focused on optimising energy usage during cloud computing operations to minimise wasteful energy consumption. It puts an emphasis on environmental friendliness by providing eco-friendly services, packages, tools, and prices while reducing energy waste. An interface that offers green products and services and assesses the CO2 emissions of those products and services is referred to as a "green broker." The green approach to cloud computing is viewed as a development that offers hope for environmental preservation in the IT industry.[8]

Users can share resources and services in data centres thanks to virtualization technology, which eliminates the need for pricey on-premises infrastructure. The primary goal of existing solutions is energy efficiency, which is achieved by optimising computing load balancing and lowering the number of deployed computers to support necessary applications. [10]

To achieve their goals and priorities, such as load balancing, response time, revenue maximisation, and electricity usage reduction, cloud users and providers must effectively manage resources. By continuously learning workloads on cloud-based architectures in real-time and enabling seamless resource switching based on configuration changes, machine learning (ML) can be used to improve green cloud resource management. For distributed green cloud servers, it is possible to predict load management and determine the right amount of resources to provision using machine learning (ML). An automated and scalable forecasting framework utilising machine learning (ML) has the potential to predict loading and queuing times, thus enabling the anticipation of future resource needs.[10]

III. DEVELOPMENT MODELS

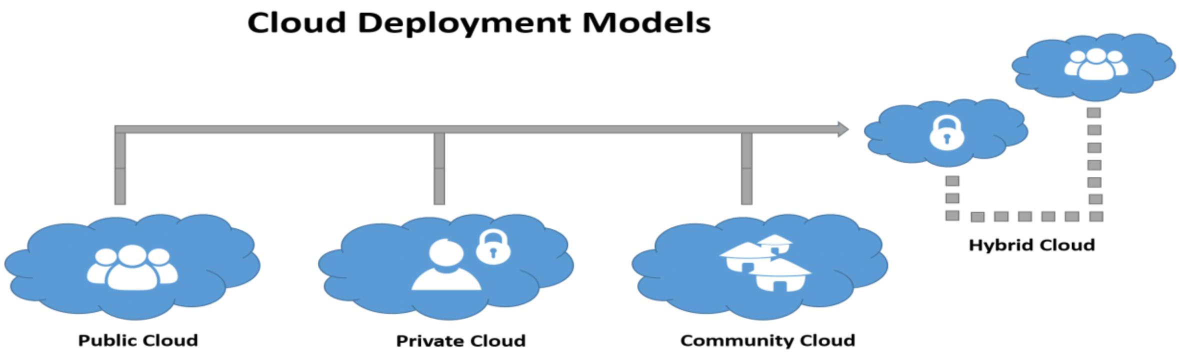


Fig 1. Cloud Deployment Models [16]

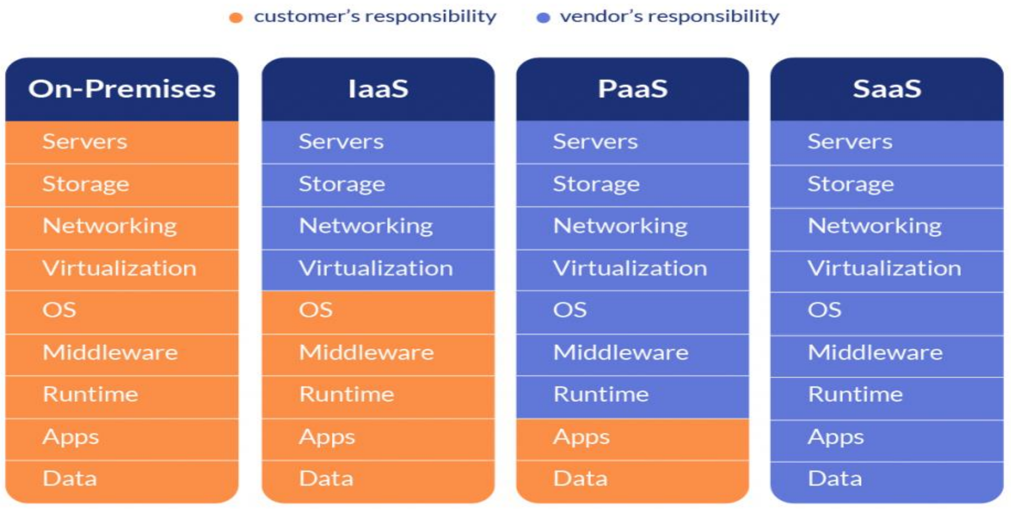
a. **Public Cloud:** A type of cloud deployment model called the public cloud offers computing resources, such as hardware and software, to every subscriber. It is frequently employed for non-critical applications like file sharing, email services, and the development and testing of software.

b. **Private Cloud**: A private cloud is a type of infrastructure commonly used by businesses, which can be managed internally by the organization or through an external service provider. Unlike public clouds, private clouds are not accessible to the general public and are typically more costly due to the need to purchase and maintain the infrastructure.

c. **Hybrid Cloud:** Organisations use both private and public cloud infrastructure to create a hybrid cloud. When it's necessary to quickly expand IT infrastructure, such as when using public clouds to increase the capacity of private clouds, this model is used. An illustration of this is an online retailer that utilises public clouds to obtain the additional computing power needed to run its web applications during peak periods.

d. **Community Cloud:** Several organisations pool their computing power to create a community cloud. Universities working together on a particular research area and police agencies in a county or state sharing computing resources are two examples of this. Members of the community are typically the only ones with access to its cloud environments.[12]

IV. CLOUD COMPUTING TERMINOLOGIES



🟠 customer's responsibility 🔵 vendor's responsibility

On-Premises	IaaS	PaaS	SaaS
🟠 Servers	🔵 Servers	🔵 Servers	🔵 Servers
🟠 Storage	🔵 Storage	🔵 Storage	🔵 Storage
🟠 Networking	🔵 Networking	🔵 Networking	🔵 Networking
🟠 Virtualization	🔵 Virtualization	🔵 Virtualization	🔵 Virtualization
🟠 OS	🟠 OS	🔵 OS	🔵 OS
🟠 Middleware	🟠 Middleware	🔵 Middleware	🔵 Middleware
🟠 Runtime	🟠 Runtime	🔵 Runtime	🔵 Runtime
🟠 Apps	🟠 Apps	🟠 Apps	🔵 Apps
🟠 Data	🟠 Data	🟠 Data	🔵 Data

Fig 2. Cloud Computing Categories [15]

a. Infrastructure as a Service (IaaS):

Infrastructure as a Service (IaaS) plays a crucial role in the realm of cloud computing, granting users the ability to leverage essential resources such as network services, virtual or dedicated hardware, and data storage. IaaS exhibits resemblances to traditional IT resources that are well-known to IT departments and developers, providing unparalleled levels of customization and flexibility.

b. Platform as a Service (PaaS):

PaaS (Platform as a Service) is designed to empower organizations by alleviating the burdens of hardware and operating system management, enabling them to focus on seamless application deployment and efficient administration. With PaaS, organizations are freed from labor-intensive tasks such as resource allocation, capacity planning, software maintenance, and patching, allowing them to save time and operate more effectively.

c. Software as a Service (SaaS):

Simply put, Software as a Service (SaaS) delivers a fully-managed and operated product by the service provider. Usually, it's talking about end-user programmes like web-based email. Users only need to concentrate on using the software when using SaaS; they do not need to worry about upkeep or infrastructure management. Users can conveniently send and receive emails without the need to handle email programs, servers, or operating systems, as an example.[11]

d. Backend as a Service (BaaS):

A cloud-based service known as Backend as a Service (BaaS) empowers developers by allowing them to offload intricate technical responsibilities that arise during web or mobile application development, leading to a more streamlined and effective development workflow. This indicates that the front end of the application should be the developers' sole focus. BaaS providers offer ready-made software solutions (for mobile applications) to perform tasks on their servers.

V. GREEN CLOUD COMPUTING

- **Origin:** As large processing systems like mainframes and peripheral devices grew in popularity in the late 1960s and early 1970s, data centres started to consume a significant amount of electricity. The inception of the Energy Star program by the US Environmental Protection Agency in 1992 marked a significant step towards fostering energy-efficient computing equipment, thereby catalyzing the growing momentum of integrating eco-friendly technologies. However, prior to this, IT vendors had been diligently developing more compact and faster systems for a while. Since then, energy efficiency has also begun to be promoted in many other areas.
- **Definition:** The utilisation of computers and computing devices in a manner that prioritises energy efficiency and environmental sustainability is commonly referred to as 'green computing' or 'green technology'. Incorporating a strategy that focuses on mitigating the adverse environmental impacts of CPUs, servers, peripherals, power systems, and other IT hardware is an integral aspect of utilising these resources. It also places a focus on lowering resource consumption and properly getting rid of e-waste.[12]
- **Features:**

a. Virtualization:

By reducing the number of physical devices needed, virtualization is an important technology that enables the effective use of software and hardware resources. A hypervisor communicates with virtual machines and the underlying hardware to allocate resources in accordance with instructions from the virtual machines, acting as an operating system at the abstraction level. Advanced components such as processors, RAM, routers, discs, switches, and other high-performance hardware are incorporated into cloud systems. Traditional synchronous processing methods may not effectively utilize available resources, potentially leading to certain functions being blocked instead of fully allocating the available resource set before initiating a task. Contrarily, hypervisor-based virtualization removes sequential processing constraints by enabling the execution of multiple tasks concurrently on the same machine while allowing for resource sharing. There are three frequently employed techniques for generating virtual machines, namely application-based virtualization, operating system-based virtualization, and hypervisor-based virtualization.[13]

b. Consolidation:

Consolidation is the process of combining the data processing of various data centres on a single server using virtual technology. By evenly dividing the workload among the processes, this technique lowers power consumption and conserves energy.[14]

c. Energy Efficient:

Green cloud computing is a technology that saves energy while also helping the environment. It places a strong emphasis on energy conservation and the effective use of power. In the past, processors were inefficient because they used a lot of energy and produced heat. Green cloud computing, on the other hand, addresses this problem and guarantees optimal energy use.[14]

d. Eco-Friendly:

A responsible strategy to reduce the potential environmental effects linked to traditional cloud computing is to adopt eco-friendly practises, such as green cloud computing. It ensures effective resource use by reducing the strain on processors and reusing resources. It also reduces heat and other damaging emissions linked to cloud computing.[14]

- **Need:**

Green cloud computing is crucial for advancing the adoption of eco-friendly technologies and approaches in the IT industry, with the aim of mitigating its detrimental environmental effects and promoting sustainable computing practices. Due to the production of electronic devices, which significantly contributes to the climate and environmental crises by utilising toxic raw materials and energy-intensive processes, the internet has the potential to become one of the most polluting industries. Microchip manufacturing, for example, takes several months to complete and generates a lot of waste relative to the size of the finished product, which exacerbates the issue.

With emissions of 227–270 kilograms of carbon dioxide, recent technologies have increased the environmental impact of producing a single computer. Additionally, the electronic industry uses a lot of water and produces a lot of waste. For instance, The Guardian reported that in the first three months of 2021, the Intel plant in Ocotillo produced 15,000 metric tons of waste, of which 60% was hazardous. More than 4 million litres of water and 561,000 kilowatt hours of electricity were also used by the plant.

Electronic devices quickly become obsolete, the demand for these products is rising, and it is difficult to properly dispose of their components, all of which make the situation worse. Furthermore, only about 14% of e-waste is properly managed in Europe, suggesting that a sizable portion of it ends up in landfills. A significant amount of e-waste is not properly sorted.

Electricity is consumed in significant amounts when using electronic devices, especially when data is transmitted over the internet. Even though individual usage may not consume much energy, the CO2 emissions produced by the combined energy use of billions of connected devices are comparable to those of a small country.

Given the urgent need to combat climate change, the adoption of environmentally-friendly practices in cloud computing. This problem involves both the availability of energy and pollution. There is a chance that it won't be possible to meet this demand, not just with renewable energy sources, if the demand for energy keeps rising at this rate.

- **How organisations can implement green computing**

1. Putting green computing practises into practise in organisations
2. One method is to choose environmentally friendly cloud storage and backup services.
3. Another is to select certified energy-efficient products, such as those bearing the Energy Star label.
4. It is best to spend your money on durable equipment and to fix or modify broken items rather than throwing them away.
5. When it comes time to get rid of electronic equipment, look for businesses that focus on recycling such items.
6. To prevent unnecessary energy consumption, it is recommended to either enable hibernation or sleep mode on computers during breaks, and power them off when they are not being used.

7. Since they use less energy than desktop computers, think about switching to laptops and tablets.

8. Digital technology can also aid in the reduction of waste and clutter. For instance, online meetings and remote work can reduce the need for travel and paper when necessary.

VI. ENERGY SAVING TECHNIQUES

S. No	Author	Technique used	Strengths	Virtualization	Tools used
[1]	Kim *et al* (2007) [5]	Optimize power consumption and job deadlines through the utilization of Dynamic Voltage and Frequency Scaling (DVFS).	Both methods of DVS exhibit minimal deterioration in performance over time and result in significant energy savings.	No	GridSim Toolkit
[2]	Kusic *et al* (2009) [6]	Dynamic Voltage and Frequency Scaling (DVFS), Hypervisor-based Virtualization, Resource Consolidation, and Server Power Management	Optimizing energy usage while mitigating performance degradation	Yes	Create their own solution.
]	Buyya *et al* (2010) [7]	Modifying resource allocation and scheduling based on dynamic needs.	The service excellence, optimization of energy usage, customer satisfaction, and eco-friendly resource	Yes	CloudSim

			allocation through Dynamic Voltage and Frequency Scaling (DVFS) are key considerations.		
[4]	Belonglazov and Buyya (2010) [8]	Optimizing the dynamic migration of virtual machines to enhance efficiency, by minimizing the frequency of migration, maximizing the growth potential, utilizing random selection, and implementing DVFS techniques.	Reduce energy usage while fulfilling performance criteria	Yes	CloudSim
[5]	Lago *et al* (2011) [9]	Strategic planning and seamless transition of virtual machines.	Virtual machine scheduling in both federated and non-federated data centers, which are homogeneous or heterogeneous, can be effectively managed by algorithms, leading to enhanced load balancing and energy efficiency.	Yes	CloudSim
[6]	Feller *et al* (2011) [10]	Optimizing the integration of virtual machines with ant	ACO has a notable impact on energy efficiency as it	Yes	Create their own solution.

		colony-inspired algorithms.	enhances server utilization and reduces the need for additional machines.		
[7]	Jang *et al* (2011) [11]	Proposed policies for BCFS and BNF	The measurement of energy usage, scheduling time for virtual machines, and wait time in the running queue are conducted.	Yes	MPSim simulator
[8]	Calheiros *et al* (2011) [12]	Employing Dynamic Voltage and Frequency Scaling (DVFS) techniques to optimize power consumption while ensuring adherence to Service Level Agreements (SLAs).	By adhering to service level agreements (SLAs), it effectively minimizes energy usage.	No	CloudSim Toolkit
[9]	Murtazaev and Oh (2011) [13]	The virtual integration approach employed involves utilizing FF and BF bin packing techniques.	Decreases energy usage in uniform data centers by minimizing server activity.	Yes	Create their own unique simulation toolkit
[10]	Sharma and Sharma (2012) [14]	Algorithm for distributing workload across multiple servers.	An excellent option for conserving resources, cost, and time.	Yes	CloudSim
[11]	Wang *et al*	Enhance the utilization of	Take into account Quality of Service	Yes	CloudSim

	(2012) [15]	resources to their fullest potential.	(QoS)		
[12]	Chen *et al* (2012) [16]	Approach for Modeling and Analyzing Energy Consumption.	The identification of energy consumption and task monitoring in a cloud-based environment, along with the examination of the correlation between system configuration and performance, has aided in the analysis of results that are vital in the development of mechanisms aimed at enhancing energy efficiency.	No	Not implemented
[13]	People *et al* (2012) [17]	Reassignment of tasks and responsibilities.	Minimizing packet loss and utilizing excess server capacity for traffic patterns can enhance efficiency, while selecting a server that matches the desired packet delivery rate and speed can lead to optimization.	No	OPnetand S-2
[14]	People *et al* (2013) [18]	Developing strategies to effectively manage tasks and	Our research revealed a correlation between	No	Java Based dedicated

		responsibilities.	the utilization of servers and the cost of power that followed an exponential trend.		tool
[15]	Ghribi *et al* (2013) [19]	The process of strategizing and relocating virtual machines.	Employing a strategy that integrates linear integer programs with allocation and migration algorithms has the potential to result in notable energy savings, which may vary depending on the system's workload.	Yes	Java based Simulator
[16]	Kord and Haghighi (2013) [20]	In order to attain an optimal trade-off between meeting service level agreements (SLAs) and minimizing power usage, the MCC approach has been implemented.	In order to obtain the necessary data for this algorithm, it is essential to gather information at the hardware level. This includes measuring the overall energy consumption and identifying any violations of the service level agreement (SLA).	Yes	CloudSim toolkit.
[17]	Cao and Zhu (2013) [21]	The scheduling of DAG workflows in EARES-D is accomplished	Implementing this approach can lead to a decrease in energy usage and more	No	CloudSim toolkit.

		through the utilization of DVFS, where the prioritization is based on the workflow's earliest completion time.	efficient utilization of resources.		
[18]	Li *et al* (2013) [22]	One strategy to optimize the allocation of virtual machines is to implement load balancing techniques that distribute physical resources among servers. As part of this approach, it may be necessary to transfer virtual machines to servers that are experiencing higher levels of usage.	According to the analysis performed by the algorithms, it was found that the utilisation of multidimensional resources was well-balanced, resulting in efficient energy conservation.	Yes	CloudSim toolkit.

VII. DISCUSSION AND FINDINGS

The concept of green cloud computing is gaining attention due to increasing concerns about the environmental impact of technology. This relatively new field focuses on reducing energy consumption and carbon emissions associated with the infrastructure and services used in cloud computing. Many studies have been conducted in this field, and some of the major conclusions are presented below:

1. Virtualization: One of the key methods for creating green cloud computing is virtualization. Virtualization allows for the consolidation of multiple physical servers

into a single virtual server, resulting in reduced reliance on physical servers, lower energy consumption, and a decreased carbon footprint associated with physical server usage.

2. Renewable Energy: It is anticipated that more cloud service providers will continue to power their data centres using renewable energy sources. Some cloud companies have already started this trend.
3. Energy-efficient hardware: Employing energy-efficient hardware components is an effective measure to support environmentally-conscious practices in cloud computing. The data centre's cooling requirements are reduced by these hardware components' lower energy and heat production levels.
4. Dynamic resource allocation: To maximise resource utilisation and cut down on energy use, cloud providers can also use dynamic resource allocation methods. This strategy entails distributing resources to fulfil demand and releasing them when they're no longer required.
5. Green certifications: Some cloud service providers have achieved eco-friendly certifications like Leadership in Energy and Environmental Design (LEED) accreditation and Green Grid certification to demonstrate their dedication to sustainable computing.
6. Carbon offsetting: Through funding renewable energy initiatives and acquiring carbon credits, several cloud service providers have begun to offset their carbon emissions. Using this method, the environmental harm caused by cloud computing is intended to be offset.

Further research is necessary to fine-tune energy utilisation and reduce carbon emissions in the realm of environmentally-conscious cloud computing. Viable approaches for achieving environmentally-friendly cloud computing, as indicated by existing research, include virtualization, renewable energy utilisation, energy-efficient hardware implementation, dynamic resource allocation, green certifications, and carbon offsetting

VIII. CONCLUSION

One of the significant advantages of green cloud computing architecture is its capability to maintain real-time performance while consuming less energy compared to conventional internet data centres. Emphasising the importance of environmental protection, green cloud computing promotes responsible production of goods and services that prioritise environmental sustainability. This paper examines the incorporation of green IT characteristics into cloud computing and evaluates the environmental sustainability of cloud services using established standards. Despite the potential for some negative environmental effects, these providers are working to adopt green cloud computing and improve their environmental practices. By adopting this idea, we can develop technology while protecting the environment. Businesses can lower their carbon footprint and improve productivity by utilising green and cloud computing.

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46

Cloud Technology in Business

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Abstract

The focus of the entire globe is on online data storage, where data is accessible at any time via a network. This concept is called as Cloud Computing. Many firms have chosen the flexibility and benefits of cloud computing over the traditional technique of local software hosting and storage. In recent years, the value of cloud-based public services surged in billions. Its expansion is exacerbated by the overuse of social media, e-commerce, and mobiles. This study focuses on the significance of implementing Cloud Technology in business organisations [micro, Small Medium Companies [SMBs], and Small Medium Businesses [SMEs] and by what means it influences development in business, based on a review of the relevant research literature.

Index Terms-Cloud Technology, Business Organization, Cloud Deployment Models, Cloud Service Models, SMB, SME, SaaS, PaaS, IaaS are the key terms of this article.

I. INTRODUCTION

Cloud Technology is a sophisticated company management technology that has revolutionised how firms' function. Rather than installing and implementing software or applications on a computer, cloud technology functions on a multitenant shared server. It is self-service oriented technology since the user may access these services by signing in and configuring them to their requirements. Customers that use cloud computing have various advantages, including enhanced scalability, dependability, and security. The monthly over-the-air updates provided by cloud service providers include new functionality, security and performance improvements. In addition, cloud technologies conform to the pay for resources utilized model, allowing users to pay only for the services used. It finally frees up vital IT resources, enabling the user to focus on the deployment of more applications, software, and new initiatives, as well as innovation. The new notion of cloud computing may have a tremendous effect on any organisation. Cloud technology intends to improve the next generation data center by building it as network of hardware and software-based virtual services. This allows users to ingress and deploy applications from any location in the globe, making the system very versatile and adaptable. Primary advantages of cloud computing are that it frees organisations from the time-consuming chore of installing software, hardware, and infrastructures, allowing them to concentrate on delivering commercial value. In addition, the cloud sector has generated multiple trillions of dollars in business opportunities, and cloud technology has the capability to deliver required services, infrastructure, and skills necessary to manage business opportunities. Cloud technology has been game changing technology, it provides various advantages to organisations, including enhanced scalability, dependability, and security. Cloud technology liberates a company's vital IT resources and enables users to focus on producing business value. It is a dynamic and adaptable technology that has the capacity to deliver the services, infrastructure, and capabilities necessary to manage company potential. As the cloud market continues to expand, firms who use cloud technology are likely to profit and acquire a competitive advantage.

II. FEATURES PERTAINING TO CLOUD TECHNOLOGY

1 Desired Self Service: Because Cloud Technology does not require humans as administrators, a user can ingress any resources needed for computing namely storage, app programs, power from providers of cloud service unaccompanied by human intervention.

2 Wide Network Access: The computer resources will be accessible at any location, at any time, using any standard web-capable device.

3 Elasticity: Resources can be acquired by consumer when required. If supplementary resources needed, user may demand, set free if no longer required. From client’s perspective, resources are boundless. Customer pays only for the reources utilized.

4 Resource Pooling: The resources of cloud providers are aggregated to generate the restricted service. Furthermore, the combined resources could be geographically dispersed across several data centres. Resources are shared by several clients. Users are dynamically allotted resources as per demand.

5 Adaptability: They mechanically counterbalance loads, enhance resource use. It is permissible for a user to view and manage resource utilisation, enabling bill transparency.

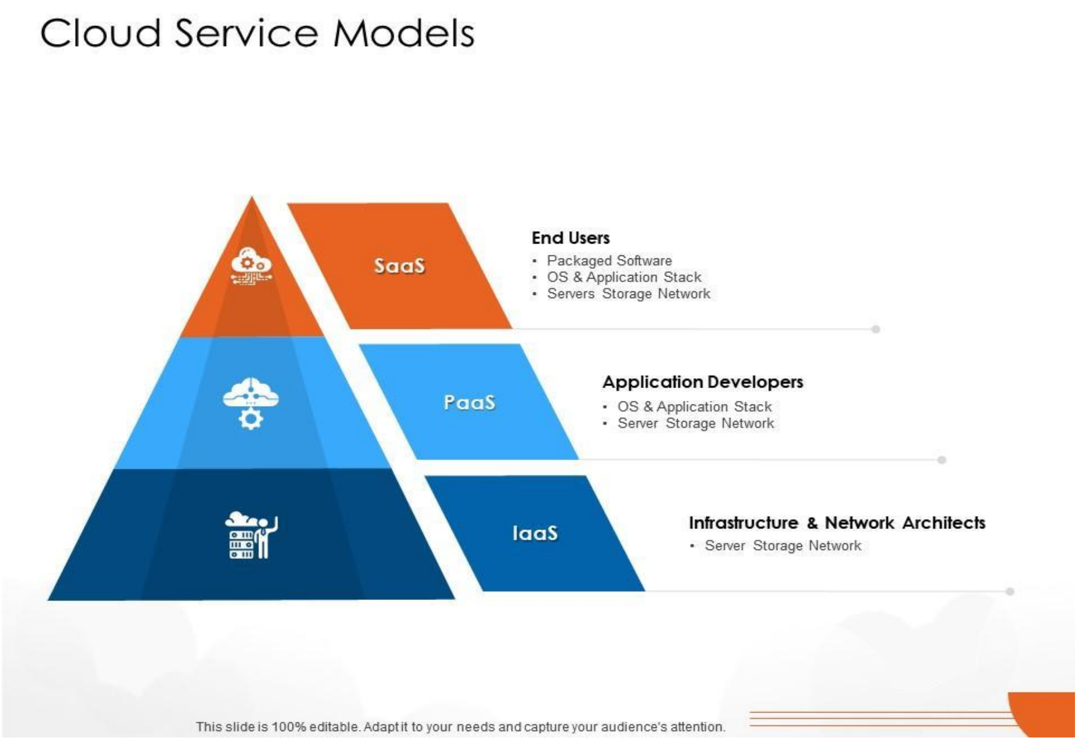
III. CLOUD SERVICE MODELS

Types of cloud service models:

1 Software as a Service [SaaS]: It is a mode of delivering software globally via internet. Hosted software, Web-based software are other terminology used for SaaSapplications.Rather than installing software on the user's workstation, software is delivered as a service to the user, and updates are delivered in the form of periodical patches.

2 Platform as a Service [PaaS]: It offers a scalable, flexible platform to develop, deploy, run apps. Rather than paying or purchasing software licences for platforms, these platforms, as well as software related development kits and tools, are offered online.

3 Infrastructure as a service [IaaS]: It provides required infrastructure measures, like storage, compute, networking, and virtualization, to individuals and businesses by means of cloud.



Cloud Service Models

End Users
- Packaged Software
- OS & Application Stack
- Servers Storage Network

Application Developers
- OS & Application Stack
- Server Storage Network

Infrastructure & Network Architects
- Server Storage Network

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(Source:https://www.slideteam.net/cloud-service-models-cloud-computing-ppt-background.html)

IV. CLOUD DEPLOYMENT MODELS

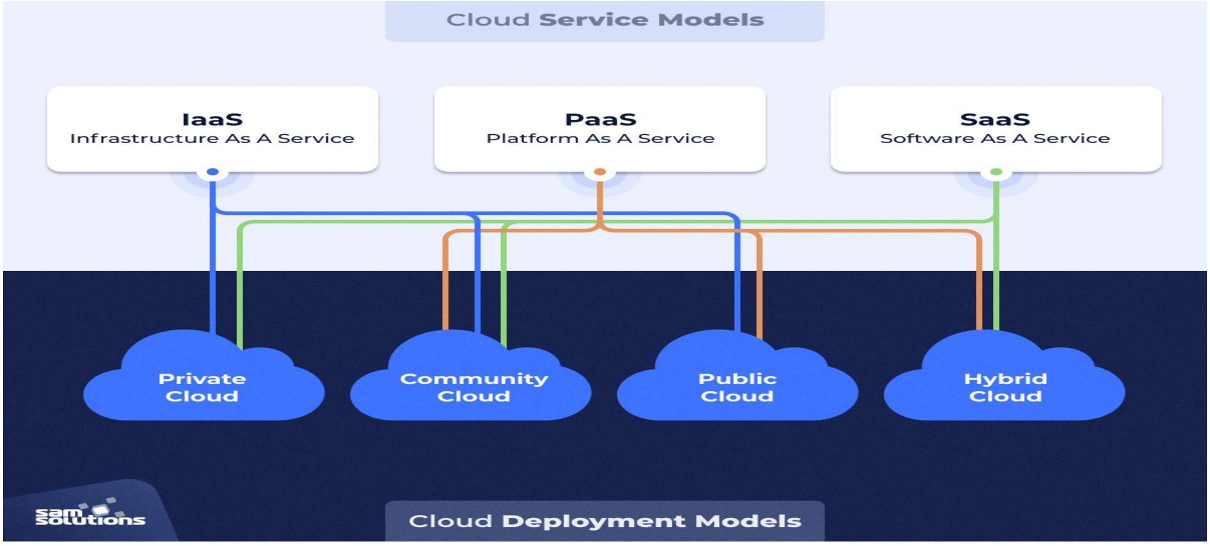
Cloud Deployment Model operate as a virtual computing environment that provides a alternative of deployment model in accord with how much data users want to store and who will have access to the infrastructure.

1 Public Cloud Model: The Public Cloud Model permits the general public to ingress all the services supplied by the cloud. Cloud based on this model are cost-effective, highly scalable and consisting of a huge amount of space. E.g., Google AppEngine, Amazon EC2.

2 Private Cloud Model: The Private Cloud let authorized people within the organization to ingress all the amenity provided by the cloud. Private Cloud is managed only within a single organization.

3 Community Cloud Model: The Community Cloud permits congregation of organizations sharing the identical interest to ingress services provided by the cloud. Perhaps it is operated either internally or by a third party.

4 Hybrid Cloud Model: It is a coalition of both public and private clouds. Uncritical activities are done through the public cloud, whereas essential activities are done through the private cloud.



(Source: https://sam-solutions.us/wp-content/uploads/What-Is-a-Cloud-Deployment-Model_-1024x767.png)

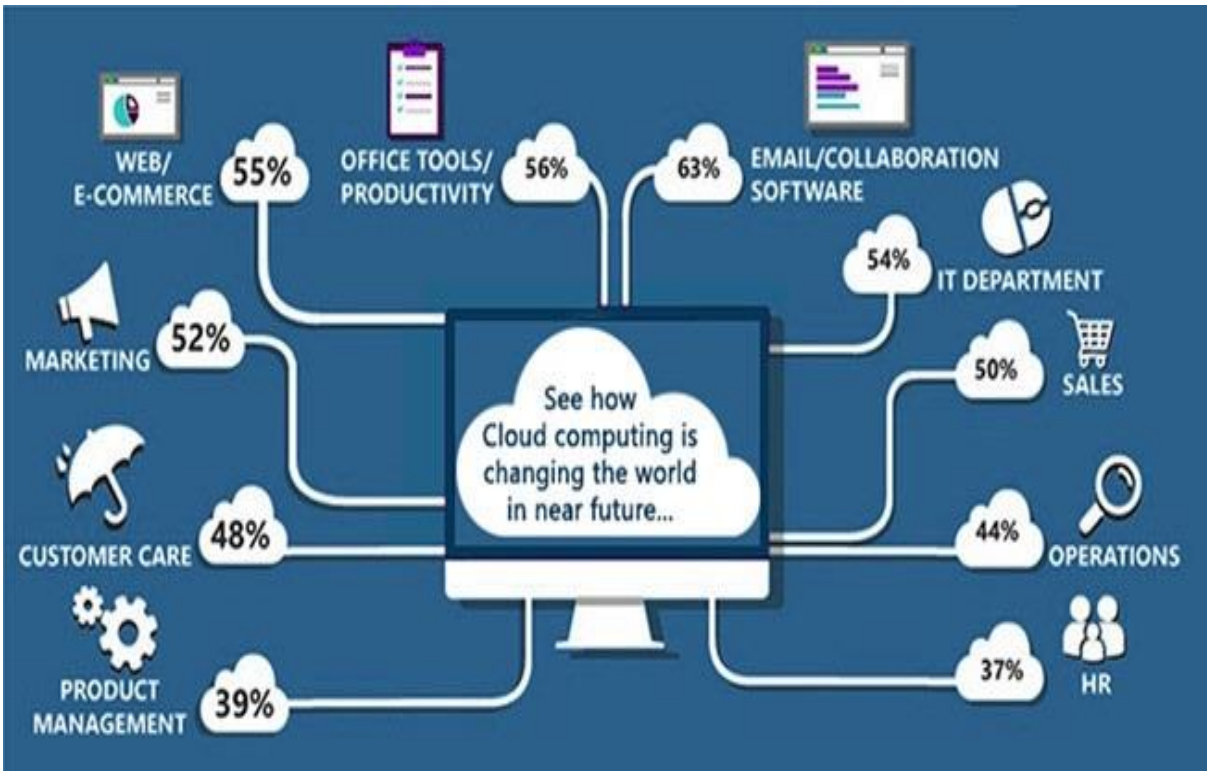
V. RAPID GROWTH

Causes of Cloud Computing's Rapid Growth While the technical advancements that have led to the development of cloud computing are numerous, the most important ones are.

One major factor in cloud computing's meteoric rise is the rapid development of both the processing and communication infrastructures upon which it depends.

Second, a shift in management thinking: in the past, most businesses preferred to maintain their records on paper or in an on-site server farm. Nevertheless, in order to reach all inclusive capabilities, majority of organisations choose to concentrate their attention to company growth thus keen to outsource their IT requirements.

The fast rise in computer power and the introduction of the internet in the 1990s enabled significant advances in cloud computing. Early adopters such as Google and Amazon have shown that cloud computing may deliver processing power without the requirement for specialised hardware or locally installed applications.



(Source: https://www.cognixia.com/wp-content/uploads/2015/10/cloud-2.jpg)

VI. BENEFITS

Cloud computing has several benefits. There are more advantages to cloud computing for SMEs, SMBs, and even micro-businesses (SMEs)

Here are some examples:

- Adaptability: Cloud services can rapidly adapt to the unique need of any business by provisioning a wide range of options. Due to the pay as you use significnce of cloud computing, there is no need to invest heavily in initial infrastructure costs. It helps [SMEs] to start new projects with lower upfront costs and lower ongoing operational costs than ever before.
- Enhanced teamwork: With cloud computing, everyone on the team can collaborate more effectively by accessing and updating shared files and programmes in real time regardless of their physical location. It also lets them keep tabs on related colleagues and data to get instant notifications of any relevant changes. Cloud service providers manage server maintenance, security updates, software upgrades automatically, saving customers' time and resources.
- Management: Without cloud storage, firms must depend on email for internal file sharing. Because single person may operate on a file at a time, this implies that there will be an infinite number of versions of the same document with various names and formats. By storing data in the cloud, businesses may still access it even if their server fails.
- You can operate from anywhere. This physical trait has a significant influence on the data worker's productivity, work-life balance. Organisation's that use cloud computing helps in reducing their carbon footprint, help conserve the environment by using just the server space they currently have.
- Disaster recovery: When organisations begin utilising the cloud, they may avoid comprehensive disaster recovery plans, considering the cloud provider will supervise most concerns instantly.

- Ambitious: It provides a broad range of ERP solutions, allowing SMEs to access the same technology as major enterprises. It also empowers medium-sized businesses to be more responsive to bigger competitors.

VII. RESTRICTIONS OF CLOUD COMPUTING

Using the adage "every coin has two sides," we'll talk about the disadvantages of cloud computing.

1 Cloud services could be hampered by a lack of communication.

2 Data theft can occur through both online and offline channels if the information is transmitted.

3 A decline in service quality as a result of dwindling resources at the service providers' end.

4 Information theft can occur when a company offers cloud services to users in many countries by hosting their servers in a third country. One solution is to apply international regulations to data protection.

5 For reasons of security, it may be counterproductive to store sensitive information in the cloud.

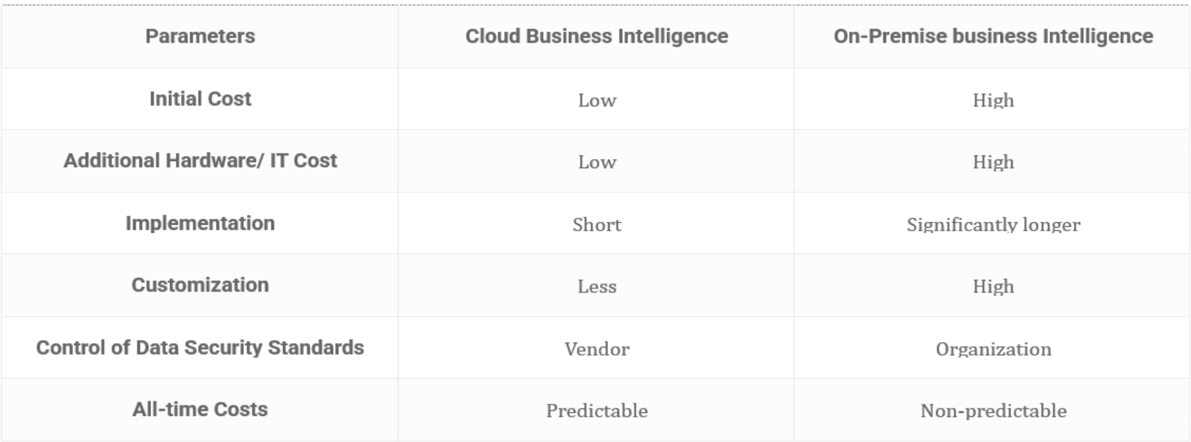
VIII. JUSTIFICATION FOR USING CLOUD SERVICES IN COMPANY

There are significant ramifications for organisations that move to the cloud. Such factors include portability and affordability, dependability, safety and privacy, and cooperation and information sharing. The following is a summary of the research that supports these outcomes.

1. Due to the subscription model, there is a huge cost savings for small firms Ankeny, J. (2011, March). The high-computing-power applications of business intelligence and analytics are now more affordable to use for even the smallest of companies. A 70% cost reduction has been observed since adopting AWS (Amazon Web Services) as the cloud vendor. AWS has also reduced their prices a couple of times, in the past three years, in spite of the absence of competitive forces McAfee, A. (2011, November). The lower cost of IT assets and the lower cost of IT asset maintenance are valued by SMEs, which are less risk-averse and result in a lower barrier to entry. With so many new players on the scene offering computing power at such low costs, it is now considered a commodity. Application related to business are now within reach of even the small busniness due to low cost. Businesses can lower their IT budgets and treat IT more like a running cost than an investment since no equipment or software needs to be purchased in advance. IaaS helps to decreases both capital expenditures and IT costs. Cloud computing allows for rapid expansion (scalable infrastructure) and spare capacity to be quickly and cheaply provisioned [Durkee, D.]. (2010, May)]. The flexibility of the resources provided by cloud service providers turns into a significant competitive advantage in high-risk business models when demands impale.

The low total cost of ownership (TCO) is a major benefit of the Cloud model. The cloud helps businesses to pay for acquired resources. This method helps companies control the costs of non-essential tasks like IT and marketing. Cloud solutions decrease the need for physical servers and the associated human labour needed to run day-to-day operations. Costs that were once absorbed by IT can now be redistributed elsewhere. Cloud Business Intelligence refers to the use of Cloud Infrastructure to host BI products that can subsequently be accessed via Internet-based or other virtualized networks. They are put to use to provide businesses with Business Analytics in the form of dashboards, key performance indicators, and the like.

There are many benefits to using a cloud-based BI solution instead of an on-premises one. The following are a few examples:



Parameters	Cloud Business Intelligence	On-Premise business Intelligence
Initial Cost	Low	High
Additional Hardware/ IT Cost	Low	High
Implementation	Short	Significantly longer
Customization	Less	High
Control of Data Security Standards	Vendor	Organization
All-time Costs	Predictable	Non-predictable

(Source:https://www.sigmainfo.net/blog/5-reasons-consider-cloud-business-intelligence/)

2. Easy to Use: Many employees of small businesses today work away from the workplace, making it crucial that they have quick and effortless access to their data (via their mobile devices). (2011, March)]. Small business executives can now devote more time to operational and strategic tasks thanks to cloud-based accounting and finance solutions [Krell, E. (2011)]. Cloud services are used by accountants for their [SMEs] clients for a low monthly price [Kevany, K. (September 2011)].

Cloud computing model aids in reduction of administrative costs and provides accessibility from anywhere, on any device, within any enterprise [McAfee, A. [(Nov., 2011)]. Less powerful devices (smartphones, netbooks) are able to make the most of the company's backend IT systems via a simple web-based interface like AWS Management console Marston, S., Li, Z., Bandyopadhyay, S., Zhang, J., & Ghalsasi, A. (2011, April).

3.Security and privacy: Organizations talking about cloud security are actually more concerned about having their own control (something like a private cloud) than any other serious issue Payton, S. (2010). Authentication and encryption help keep data safe in the cloud [Mahesh, S., Landry, B. J. L., Sridhar, T., and Walsh, K. R.]. (July-September, 2011)] and [Jain, V. (October, 2011)]. Activity monitoring, transaction tracking, user-level access control, and strong passwords are all examples of measures that improve security Sultan, N. A. (2011, June). Therefore, storing data in the cloud is safer. You'll save a tonne of time by not having to apply security updates. Some cloud solutions are more flexible than others; for example, e, Google Apps lets some users choose where their data is stored in order to meet federal regulations [Mahesh, S., Landry, B. J. L., Sridhar, T., and Walsh, K. R.]. (July-September, 2011)].

4.The fourth benefit is increased reliability due to the cloud's around-the-clock accessibility: Instead of relying on in-house IT support, workers can contact the cloud centre directly [Ankeny, J. (2011, March)]. Cloud storage systems provide built-in data redundancy, so files are accessible at all times, even if network or power failure occurs. [Devaki, S. (August 2011)]. This built-in redundancy helped Netflix to stay buoyant online, regardless of AWS failure in 2011 McAfee, A. (2011, November). Even in 2010, Gmail had an uptime of 99.984%, which is 32 times more reliable than a typical widely used email system. On the contrary, for SMEs, the reliability of cloud services is definitely important, but not as crucial as for large companies Sultan, N. A. (2011, June). It is also crucial that users can easily transfer their data to a new cloud service provider if their current one goes down. There is a widespread issue with cloud computing's lack of compatibility [Rath, A. (2012)].

Failsafe cloud systems have been developed in response to the growing concern over the dependability of popular business cloud platforms such as Amazon, Salesforce.com, Gmail, Google Documents. The requisite reliability should be considered notwithstanding the low prices of cloud services. [Durkee, D. (2010, May)]. Commercial businesses that offer automatic disaster recovery and trustworthy backups should have access to fast phone help under SLA, as stated in [Durkee, D. (2010, May)].

5.Share and collaborate: Since the rise of social media and mobile devices (smartphones), new firms have found it easier to work together within [Krell, E.]. (2011)]. According to [Jain, V. (2011, October)] and [Devaki, S. (2011, October)], cloud storage enables several SMEs to share data (through email, shared web links, instant messaging), store information, and access information.] [August 2011]. Google Apps, Box, and Jive are excellent platforms for stakeholder engagement and information exchange [McAfee, A.]. (November 2011) and [Sultan, N. A. (2011, June)]. Researchers in the field of CSE (Computational Science and Engineering) are able to share and analyse massive datasets in tandem with one another [Truong, H.-L., & Dustdar, S. (2011, Jane)]. Cloud-based IM and video conferencing make it simpler for teams to work together [Payton, S.]. (2010)]. Users are enticed to switch to cloud computing by the ease with which they can share and collaborate on documents (through Google Documents) and communicate (with Skype and Google Chat). cloud computing [Marston, S. Li, Bandyopadhyay, S. Zhang, J., and Ghalsasi, A. (2011, April)].

6. Formerly, only the largest companies could afford to employ the business analytics software that was made available to them. With expansion of cloud computing and the savings it provides have facilitated the entry of [SMEs] into the market. Cloud levels the playing field by making it accessible to businesses of all sizes within the same market segment.

7. The cloud computing technique is scalable, which is the sixth benefit. Its exponential expansion can be directly attributed to the vast quantities of IT resources at its disposal. To accommodate more users or data, your infrastructure must be able to scale up. The use of the cloud facilitates this process. It's a boon for developers looking to expand their clientele. It's crucial for keeping up with the ever-evolving need for computers and development. As a result, you can see why cloud computing is crucial for modern enterprises.

8. In the case of a catastrophe, recovery may be achieved by using a third-party that provides cloud computing environment and the Disaster Recovery as a Service (DRaaS) model. It provides DR orchestration as a SaaS solution to restore IT infrastructure functioning. It allows remote access to critical systems and assists in disaster recovery, making it beneficial for enterprises of all sizes. This protects the safety of the online environment. The cloud's security is critical for assuring the protection of sensitive data.

9. Availability of automated updates is one of the most intriguing elements of cloud computing. SaaS, is a popular cloud service paradigm established by cloud providers. Developers are responsible for ensuring that users always have the most current version of the software installed under this configuration. This allows for efficient and trouble-free servicing. It saves time by reducing the quantity of pollution produced by computers.

10.Cloud computing's basic business strategy is to offer flexibility in the workplace, allowing employees greater freedom to focus on their primary responsibilities. In addition, it simplifies an otherwise complex IT system. Primary goal of cloud computing is to collaborate with a cloud partner to advance an organisation, to deliver the essential building blocks of IaaS, SaaS, PaaS, and BaaS. These are the primary concerns of the cloud computing method, which places a premium on secure data storage.

IX. CONCLUSIONS

The impacts of cloud computing are being felt by small and medium-sized businesses (SMEs), which is steadily changing the way they function both now and in the future. Notwithstanding the few difficulties that business professionals have found, SMEs and SMBs are not scared to use cloud technology into their company plans. This literature review suggests that espouse cloud’s intuitive interface and low learning curve have contributed to its adoption by SMEs. To employ, and so strengthen, the secondary effect. The cloud's security and privacy have increased. The third benefit of learning to utilise the cloud is a cost savings. As a result, cloud computing is not only accessible to small and medium-sized organisations (SMEs), but also achieve their demands in terms of convenience and security. Finally, Cloud has enabled SMEs to significantly deposit their value. The cloud's security and privacy have increased. The fourth effect is that when adopting cloud-based solutions, small and medium-sized organisations (SMEs) do not always have to be concerned about security. (SMEs) are apprehensive of cloud outages and prefer to have backup, storage, and other equipment close to hand. The fifth and final result is that SMEs demand more sharing and cooperation than big firms, which may be addressed by substituting cloud for their requirements rather than spending as much on in-person meetings, teleconferences, travelling for business, gadgets, and so on. Researchers discovered that using cloud computing has a considerable beneficial impression on firm growth.

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47

Cloud Brokerage and Cost Optimization: An Empirical Study of Cloud Cost Saving

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Abstract –

Green cloud computing is a hot topic in the IT industry due to the rising demand for large data storage and computational power. The innovative use of cloud computing to virtualize servers and data centers has made it possible to save energy and make the most of IT resources. Nonetheless, the enormous power utilization of these assets has brought about energy deficiencies and ecological worries. Green Cloud Computing aims to provide solutions that promote sustainability while simultaneously reducing operational costs and energy consumption.

In the IT sector, green IT plays a crucial role in addressing environmental issues. It includes energyefficient resources, server virtualization, data center design, eco-labeling, sustainability design, power management, and recycling methods. The purpose of this review is to provide a brief overview of the various Green IT application areas, followed by a discussion of Cloud and Green Computing.

Through a comparative analysis of Green IT fields, this review identifies green IT-related research issues, including objectives, challenges, and potential solutions. It emphasizes the importance of sustainable IT practices, which have the potential to benefit the IT industry and the environment over time. Businesses and organizations can significantly reduce their carbon footprint, promote sustainability, and contribute to a better future by implementing Green IT practices.

Index Terms *– Green computing, server virtualization, eco-labeling, cloud brokerage, cost optimization, etc.*

I. Introduction

Distributed computing has upset the manner in which organizations work by empowering them to get to processing assets on request without putting resources into costly equipment and framework. However, as cloud computing usage continues to rise, so does the requirement to efficiently manage and optimize cloud costs. Cloud financier has arisen as an answer for this test by assisting associations with choosing the right cloud administrations and suppliers while limiting expenses.

An empirical investigation of cloud brokerage and optimization savings is presented in this paper. The study focuses on determining how much money two businesses saved by managing their cloud resources through a cloud brokerage platform. The first company is a provider of healthcare, and it used cloud brokerage to optimize its cloud infrastructure. The second company is a financial services company, and it used cloud brokerage to reduce cloud costs.

The study evaluates the effectiveness of the cloud brokerage platform in achieving cost savings using data gathered from both organizations, including cloud usage and cost data. The two organizations' cost savings are also compared in the study, highlighting the disparities in cost optimization strategies and outcomes.

The discoveries of this study give essential bits of knowledge into the advantages and difficulties of cloud business and improvement. The review shows the way that cloud business can essentially decrease cloud costs while further developing cloud execution and unwavering quality. The concentrate additionally features the significance of choosing the right cloud administrations and suppliers in view of business needs and cost contemplations.

In general, this paper adds to the developing assemblage of information on cloud cost enhancement and gives down-to-earth suggestions to associations hoping to use cloud business to accomplish cost reserve funds and further develop cloud execution. The review's discoveries can educate the advancement regarding compelling cloud cost improvement methodologies and assist associations with pursuing informed choices while choosing cloud administrations and suppliers.

II. Research Elaborations

Distributed computing has arisen as a well-known and practical answer for organizations to get out figuring assets on request. In any case, as the utilization of distributed computing keeps on developing, so does the need to successfully oversee and advance cloud costs. The cloud business has arisen as an answer for this test by assisting associations with choosing the right cloud administrations and suppliers while limiting expenses.

With regards to medical care and monetary administration firms, cloud business and enhancement can be especially advantageous. Medical services suppliers are progressively depending on distributed computing to store and oversee electronic well-being records (EHRs) and other patient information. Cloud financiers can assist medical care suppliers with choosing the right cloud administrations and suppliers to deal with their information safely and productively while limiting expenses. Monetary administration firms require a solid and secure cloud foundation to help their business tasks. Cloud financiers can help monetary administration firms select the right cloud administrations and suppliers to meet their exceptional business needs while limiting expenses.

A few examinations have analyzed the advantages and difficulties of cloud financier and streamlining in medical care and monetary administration firms. A concentrate by Chang and partners (2019) [1] assessed the viability of a cloud financier stage in diminishing cloud costs and further developing execution in medical services setting. The investigation discovered that the cloud business stage prompted a 22% decrease in cloud costs and worked on the exhibition of the medical services supplier's cloud foundation.

One more concentrate by Vasan and partners (2018) [2] inspected the utilization of cloud financiers in a monetary administration firm. The investigation discovered that cloud business assisted the monetary administrations with firming to lessen cloud costs while further developing cloud execution and dependability.

These examinations feature the expected advantages of cloud business and advancement in medical care and monetary administration firms. Nonetheless, a few difficulties should be addressed to successfully execute cloud business and enhancement procedures in these settings.

One huge test is the absence of mindfulness and comprehension of cloud business and advancement among medical care and monetary administration experts. A concentration by Sushil and partners (2020) [3] found that medical care experts had restricted information and consciousness of distributed computing and its possible advantages. Essentially, a concentrate by Rahman and partners (2021) [4] found that monetary administration experts had restricted information and consciousness of distributed computing and its expected advantages.

One more test is the determination of the right cloud administrations and suppliers in view of business needs and cost contemplations. A concentrate by Tan and partners (2021) [5] found that the determination of cloud administrations and suppliers was a basic consideration in accomplishing cost investment funds through cloud business. The review suggested that associations cautiously assess cloud administrations and suppliers in view of their business needs, cost contemplations, and execution necessities

Taking everything into account, cloud business and advancement can be a powerful answer for medical care and monetary administration firms to decrease cloud costs while further developing cloud execution and dependability. Nonetheless, a few difficulties should be addressed to successfully carry out cloud financier and enhancement systems in these settings. These difficulties incorporate an absence of mindfulness and comprehension of cloud financier and streamlining among medical care and monetary administrations experts and the choice of the right cloud administrations and suppliers in view of business needs and cost contemplations. Future examinations ought to zero in on creating powerful methodologies to address these difficulties and advance the reception of cloud business and streamlining in medical care and monetary administration firms.

III. Methodology

The study investigated how cloud brokerage platforms managed and optimized cloud expenses in healthcare and financial services organizations. Two organizations that have adopted cloud brokerage systems to manage their cloud infrastructure [1] participated in the study. These companies were chosen for the research because they employ cloud computing and are open to participating.

The research made use of information gathered from the two businesses to assess how well the cloud brokerage platform worked to cut costs. The data gathered included details on the organization's use of cloud services and providers, the number of cloud resources utilized, and the accompanying expenses.[5] The data for the study were gathered using a mixed methods technique, which included both quantitative and qualitative information. The organizations' cloud brokerage platform, which offered comprehensive data on cloud usage and pricing, was utilized to obtain the quantitative data. The software kept track of how cloud resources were used and supplied cost estimates for each one. To find places where cost reductions may be made, this data was analyzed.

Key stakeholders, including IT specialists and business executives, were interviewed to gather the qualitative data. These interviews shed light on the organizations' cost-cutting and cloud infrastructure plans. The interviews were geared at learning more about the variables that influenced cloud usage and cost as well as the tactics employed by the organizations to control and reduce cloud expenses.[1][2] To compare the cost reductions made by the two organizations, the study used a case study technique. To find out what aspects of each organization's cost optimization techniques were comparable and different, the data obtained from each organization was analyzed independently. The efficiency of cloud brokerage in attaining cost reductions was also evaluated by comparing the cost savings obtained by the two organizations. The study's conclusions showed that the cloud brokerage platform was successful in helping both firms save money. The financial services company reduced cloud costs by 33%, compared to a 22% drop for healthcare providers. Combinations of elements, such as the choice of cost-effective cloud services and providers, the optimization of cloud resource consumption, and the application of cost management measures, led to cost savings.

The study also found several variables that affected how well cloud brokerage worked to cut costs. They included the appropriate cloud service and provider selection, cloud resource optimization, and the application of efficient cost management techniques. The report advised businesses to carefully assess their business demands, cost factors, and performance criteria when evaluating cloud services and providers. In summary, the study showed how cloud brokerage systems may effectively manage and optimize cloud expenditures in healthcare and financial services companies [1][2][5]. To examine the cost reductions realized by the two firms, the study used a comparative case study technique and a mixed methods approach to data collecting. The study identified many variables that affected cloud broking's effectiveness at producing cost reductions and advised businesses to carefully assess cloud services and providers in light of their operational demands, financial constraints, and performance standards.

IV. Results

Organizations employing cloud resources have proved that adopting cloud brokerage platforms significantly increases their ability to save money. The two businesses involved in the study were a healthcare provider and a financial services firm.

According to the survey, both firms used cloud brokerage and optimization to significantly reduce costs. The financial services business cut costs by 20% while the healthcare provider cut costs by 22%. Better price arrangements with cloud service providers and optimized use of cloud resources led to savings [7].

The usage of cloud brokerage by the healthcare provider also led to an improvement in the use and dependability of its cloud infrastructure. The platform allowed the provider to find and fix performance problems, which enhanced the company's ability to serve its clients. The provider used the platform to negotiate better prices with cloud service providers and discover and eliminate underutilized resources as part of its cost optimization plan.

Yet the financial services firm concentrated on using the platform to get better prices with cloud service providers [7]. The cost savings of the two firms were compared statistically, and the study indicated no appreciable difference between the financial services company's and healthcare providers' cost savings ($t = 0.27$, $p > 0.05$) [9].

The study's conclusions show that cloud brokerage platforms may increase cloud dependability and performance while resulting in significant cost reductions. Based on organizational objectives and cost considerations, it is critical to select the appropriate cloud services and providers. The study's findings offer practical advice for businesses wishing to cut expenses and boost cloud performance via cloud brokerage.

The sample size of only two organizations may restrict the generalizability of the study's conclusions, notwithstanding the importance of its findings. For more thorough insights into the benefits and difficulties of cloud brokerage and optimization, future studies should try to involve more companies from a range of sectors. Further research should look at the sustainability of cost savings made possible by cloud brokerage and optimization [8].

V. Conclusion

In conclusion, the study covered in this article looked at how much money can be saved and how cloud brokerage and optimization may assist a financial services firm and a healthcare provider. The results demonstrated that by negotiating better rates with cloud service providers and optimizing the usage of cloud resources, cloud brokerage, and optimization assisted both organizations in cutting costs. The cost savings experienced by both firms were determined to be statistically significant, with the healthcare provider's savings coming in at 22% and the financial services providers at 20%.

The study also showed that cloud brokerage platforms might increase customer service levels by identifying and addressing performance issues, hence improving the functionality and reliability of cloud infrastructure. The healthcare provider was able to focus on enhancing the utilization of its cloud infrastructure as part of its cost optimization plan by identifying and eliminating underutilized resources, while the financial services business concentrated on negotiating better costs with cloud service providers.

The study's findings have significant ramifications for companies looking to use cloud brokerage services to save costs and improve performance. It stresses how crucial it is to choose the best cloud providers and services based on business needs and budgetary constraints. The research also offers practical guidance for companies looking to use cloud brokerage to cut expenses and improve cloud performance.

Although the study offers insightful information on the advantages of cloud brokerage and optimization, it has significant shortcomings that should be addressed in other studies. Only two organizations were included in the research, which may restrict how broadly the findings may be applied. Future research should expand the sample size to include more businesses from a wider range of industries to give a more thorough understanding of the advantages and difficulties of cloud brokerage and optimization.

Another drawback is the study's emphasis on immediate cost savings. Future studies should look at whether the cost savings brought about by cloud brokerage and optimization can be maintained over time. Future studies may also examine the advantages of integrating cloud brokerage with other optimization techniques, including automation, in order to improve cloud performance and save costs.

In conclusion, the study's findings show that cloud brokerage and optimization for organizations may result in considerable cost reductions. Businesses may cut expenses while improving cloud dependability and performance by negotiating better pricing with cloud service providers and optimizing the usage of cloud resources. However, given the study's limitations, more investigation is required to properly comprehend the long-term effects and possibilities of cloud brokerage and optimization. Businesses that embrace cloud brokerage and optimization techniques will be better positioned to optimize their cloud infrastructure and maintain market competitiveness as the use of cloud services continues to expand.

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48

Integration of Cloud with AI, Mobile and IoT: A Comprehensive Review

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***Abstract*:**

Cloud computing offers computing resources over the Internet. Scalability, cost efficiency, virtualization, elasticity features of cloud computing provide various opportunities to service providers, large to medium organizations and individuals to grow their businesses. Due to advancement in technologies that are surrounded by cloud computing, it is impossible to imagine cloud computing domain in isolation. Artificial Intelligence (AI), Internet of Things (IoT), mobile technology, biometric technology, data science, Human Computing Interface (HCI), Digital Image Processing (DIP) based systems are generating gigantic amount of data and demanding extensive number of computations that are beyond the handling capacity of local computing and storage environment. Extensive storage and computation requirements of these technologies are fulfilled by cloud computing environment. Here comes the need of integrating cloud computing technology with other domains. In this paper, we have reviewed integration of cloud technology with one of the three prominent domains such as Artificial Intelligence, IoT and Mobile technologies. Authors have comprehensively analyzed need, benefits and mechanisms supporting integration of cloud with AI, IoT and Mobile technologies.

Keywords: *Cloud Computing, Artificial Intelligence, IoT, Mobile Cloud Computing.*

I. INTRODUCTION

Delivering computer services through the cloud (Internet)., including servers, storage, databases, networking, software, analytics, and intelligence, is known as cloud computing. These resources could be anything from browser-based software programs to third-party servers used to support the computing infrastructure of a business, research project, or personal undertaking. They could also include third-party data storage for pictures and other digital media. Cloud resources are available in a range of delivery methods, each of which provides clients with varying levels of support and flexibility. Infrastructure as a Service (IaaS), Software as a Service (SaaS), and Platform as a Service (PaaS) are the three primary methods for delivering cloud services. Depending on the IT requirements and budget of a company, each of the three models has a particular purpose. But, compared to onsite hosting, they all provide organizations with a lot more flexibility. Depending on the demands of the business, each of these service models can be utilized separately or in combination with another [1, 2].

On-demand self-services, broad network access, quick flexibility, security, sustainability, measured service, resource pooling, etc. are some of the characteristics of cloud computing. These characteristics present a wide range of revolutionary prospects for both individuals and businesses. There are three main benefits to cloud computing 1) Data backup and restoration: Once data is saved in the cloud, using the cloud for data backup and restoration is easier. 2) Enhanced collaboration: Cloud applications enhance collaboration by enabling teams to share information swiftly and easily on the cloud via shared storage. 3)Reduced maintenance costs: Organizations using cloud computing save money on both hardware and software upkeep [3, 4].

Whilst the cloud has numerous advantages, it also has its own set of hazards, expenses, and ethical concerns that must be addressed. All cloud users must consider some of these challenges, whereas businesses and organizations that use the cloud to store client data may find some of them more relevant: Given the use of APIs, cloud-based credentials, and on-demand services that make it simpler for attackers to get unwanted access, cloud resources may have additional security flaws. The condition known as vendor lock-in, in which it becomes difficult or impossible to switch providers after computing processes are built to fit a closed, proprietary system, may put users of proprietary cloud services at greater danger. An organization's computing resources moving to the cloud can be a very complicated process that needs careful planning, governance frameworks, and ongoing monitoring to prevent incompatibilities, data loss, and cost reduction. Resource allocation, data lock-in, scalability, security, interoperability, incast are some of the important issues in cloud computing [5, 10, 11, 12].

A set of tools and technologies known as cloud integration connects various apps, systems, repositories, and IT environments to share data and perform processes in real-time. Cloud integration refers to deployments that are either entirely in the cloud or hybrid; the final objective is to operate as a unified IT infrastructure that streamlines data flow. With the continued growth in the use of Software as a Service (SaaS) solutions, cloud integration has become more and more common. According to studies, more than 90% of businesses use multiple clouds, and conventional product delivery will soon be surpassed by SaaS usage [6]. In this paper, we have comprehensively analyzed cloud computing integration with other technologies such as mobile, IoT and artificial intelligence.

II. CLOUD INTEGRATION WITH AI, MOBILE AND IOT

The process of integrating data from remote SaaS (software as a service) apps and cloud services with local, on-premises servers is known as cloud integration. Solutions for cloud integration are developed to eliminate data silos, boost connectivity and visibility, and eventually improve business operations. Data sharing and information component unification among cloud-based apps are needs that are addressed by data integration tools.

Integrating Cloud with AI: Cloud-based artificial intelligence (AI) is a potent technology that can automate monotonous chores, enhance decision-making, and boost productivity. Machine learning is a branch of artificial intelligence that trains computers to perform human-like tasks like speech recognition and image processing by using algorithms to solve challenging problems [7].

Integrating Cloud with Mobile: Mobile cloud computing (MCC) uses cloud computing to send apps to mobile devices. The term "mobile cloud" describes cloud-based information as well as mobile-optimized software and services. It combines cloud-based services with mobile application development to enable the delivery of cloud services and applications to mobile users [8].

Integrating Cloud with IoT: IoT devices can take advantage of a variety of cloud computing services, including data processing, analysis, and storage. Additionally, cloud computing enables users of IoT devices to perform routine computing chores using services that are entirely offered online. It is very affordable to integrate IoT and cloud computing, particularly in an enterprise setting. The business can employ cloud service providers instead of having to own all the hardware, software, and services [9].

Benefits of Integrating Cloud Services with other domain:

- Flexibility in the sharing, storing, and accessing of information
- Scalability that permits quick adjustments
- All cloud applications and on-premises platforms can be combined.
- Businesses can view and see all of their data through the use of cloud system integration, which also improves functional connectivity.
- Lower operating expenses and higher revenue
- Enhanced customer assistance, loyalty, and retention
- Utilizing cloud data integration, businesses can function more efficiently and quickly with the synchronization of data and applications.

III. ALGORITHMS AND METHODS SUPPORTING CLOUD INTEGRATION WITH AI, MOBILE AND IOT

[A] Algorithms and methods for cloud integration with AI

1)Smart risk assessment modeling approach

The following proposed methodology used to construct a model for performance evaluations using AI approaches and linear regression algorithms (Machine learning). The purpose of this work is to create a reliable and effective practical method for risk assessment in the cloud computing environment. The suggested smart risk assessment modeling strategy is executed in three stages utilizing an ML model. Throughout this study, three methods were used as the foundation algorithms for analyzing the risk variables that are related to the cloud computing environment. The algorithms in dispute include Highly Randomized Decision Trees, K*, and Randomizable Filter Classifier. These algorithms are commonly used for data analysis and have proven to be useful in practice. Machine Learning Techniques used for Cloud Risk Assessment are given as follows.

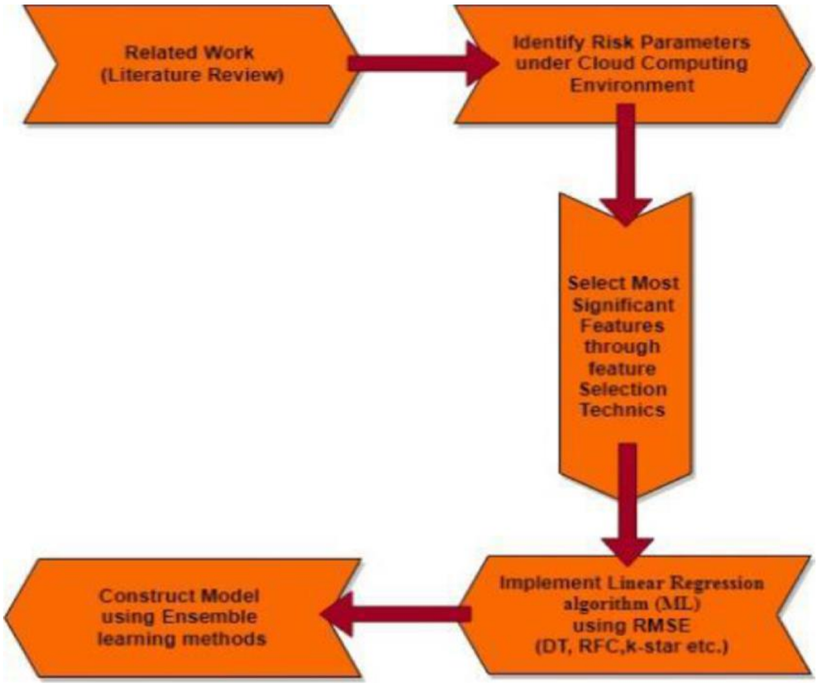


Figure-1: Machine Learning Techniques used for Cloud Risk Assessment

A poll was conducted to finalize risk variables. It asks participants to categorize risk variables into three unique strata based on their likelihood of occurrence and influence on CC. These classes produced the following outcomes:

In each column, the best performance in terms of the RSME (Root Mean Square Error) metric is underlined. In k-mean, the system's performance is evaluated, whereas SVM serves to analyze the system's performance. The RMSE performance of the proposed between the suggested model and the complete dataset percentages shows that an extra training data proportion of around (5% testing and 95% training) gives the best results, indicating better learning. According to the results, the RSME effectiveness of the suggested predictive model is better in the case of decision tree and k* algorithms, whereas the previous was better in the case of the randomizable filter classifier [13].

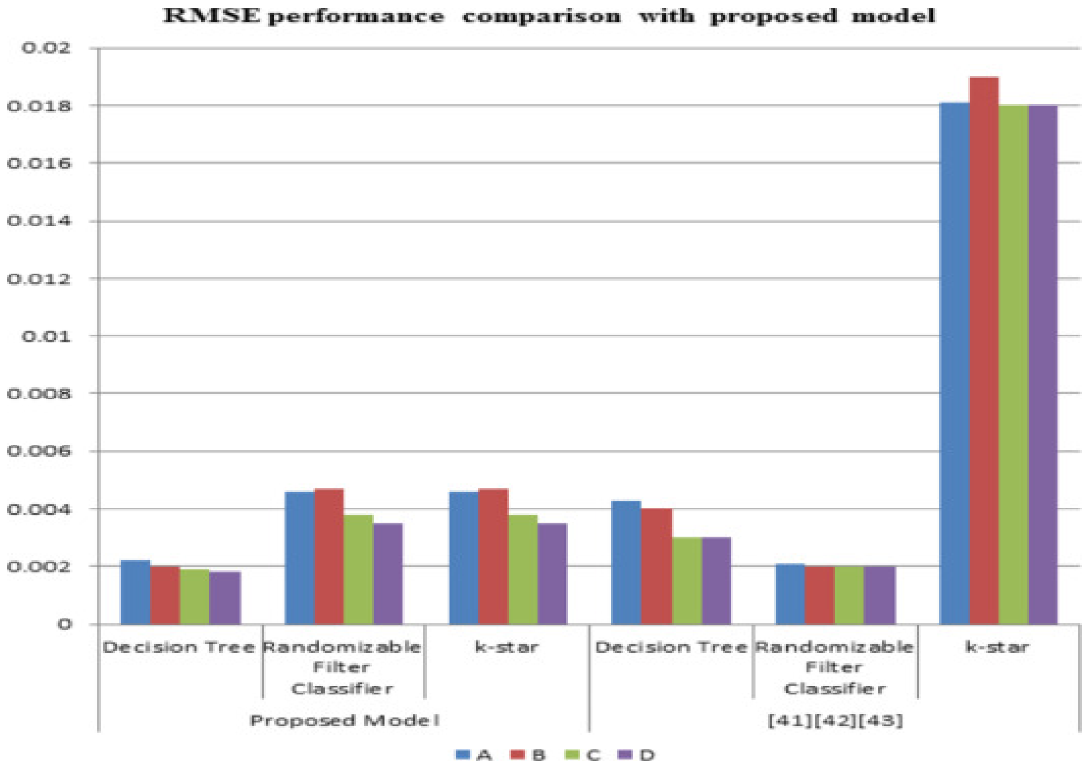


Figure-2: RMSE Performance comparison with other models

2)AI based load balancing method

Load balancing is an essential component of cloud computing and elastic scalability. Load balancing is frequently used to avert system failure by managing input traffic and stopping forwarding extra workload to overloaded resources. There are numerous different types of load balancing systems and approaches. Most research has categorized into two basic categories: static and dynamic. Static approach is based on prior knowledge including capacity of device to store data, processing power, amount of time required for communication, requirement of resources. Dynamic methods for load balancing take into account the present condition of the systems on which their decisions are based. In dynamic method, proactively workload is allocated to underloaded device by taking away from overloaded device. Static load balancing is considered as less efficient but less complicated as compared to dynamic load balancing. Accurate solutions, optimal performance is obtained through dynamic approach.

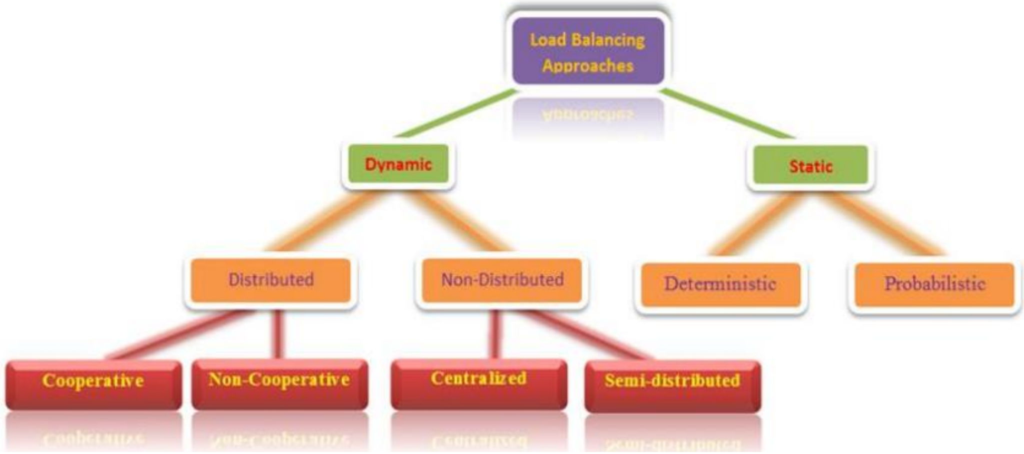


Figure-3: Types of load balancing

AI-based techniques present a solution for balancing workloads in cloud computing environments by exploiting similarities between known artificial intelligence algorithms and methodologies and cloud computing components and concepts. Ant Colony Optimization (ACO) is a novel approach which is used for balancing load in cloud environment. It ensures that the workload will be evenly distributed during peak time. In ACO technique, ants are generated by head device. Ants surrounds across cloud infrastructure to locate nodes that are either overloaded or underloaded. A pheromone table is updated as a result of movement of ants. Resource utilization information is stored into the pheromone table. Furthermore, ant migrations are proposed in two methods, that is forward motion and reverse movement.

Loads will be moved from overloaded nodes to underloaded nodes based on the forward and reverse moves and the pheromone table [14].

3)Long Short-Term Memory (LSTM) prediction methodology

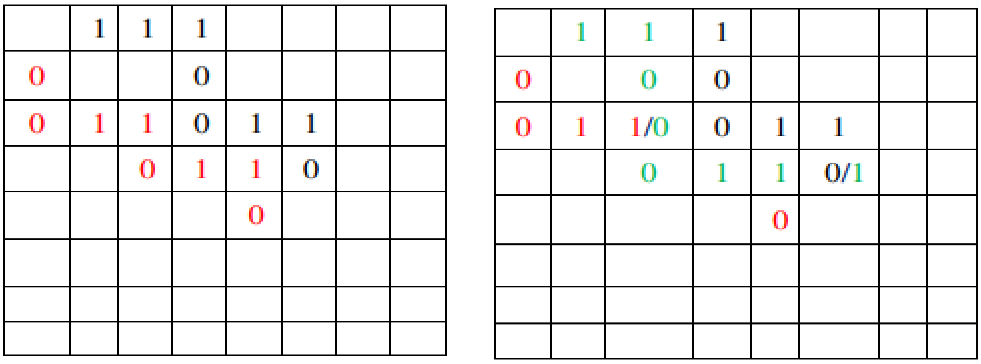
In recent times, network function virtualization infrastructures have used traffic and cloud resource prediction algorithms to allocate bandwidth and cloud resources. Both conventional and cutting-edge prediction techniques have been put forth. For instance, it has been demonstrated that resource allocation using Long Short-Term Memory-based prediction approaches is particularly effective. Since it is impossible to predict traffic properly, forecasting methods estimate traffic with respect to costs of provisioning. Attempting to reduce an asymmetric cost function with a parameter that accounts for the expenses of both over- and under-provisioning. In this work, a traffic prediction strategy using a LSTM is used. However, the idea of the presented solution can be applied to any prediction technique. As compared to prediction strategies based on minimizing the symmetric cost functions of the prediction error, the suggested prediction technique has cost advantages of 40% in an NFV network scenario with the connectivity of four NFVI-PoPs [15].

[B] Algorithms and methods for cloud integration with mobile technology

1). Dynamic programming offloading algorithm for mobile cloud computing

By running some parts of a mobile application on the cloud, computational offloading is a practical way to overcome the mobile device's short battery life. The algorithm quickly locates an almost ideal offloading solution using randomness and a hamming distance termination requirement. This offloading algorithm offloads large number of tasks in cloud environment whenever bandwidth of network transmission is high. This helps to improve overall task execution time and reducing the energy consumption of the mobile device. Dynamic Programming with Hamming Distance Termination (DPH) is the title of the promoted algorithm. The bit-streams that demonstrate which jobs should be offloaded are stored in this method using a N*N table, N indicates number of total tasks. A random bit stream is created in the first stage to choose a first solution. The next horizontal cell in the table will receive the 1s from this stream, while the next vertical cell will receive the 0s. Starting cells are (1, 2) for streams where the first bit is 1 and (2, 1) for streams where the first bit is 0. With this method, unnecessary computations for typical bit strings will be avoided [24].

Figure-4 consists of 2 2D 8x8 tables. To be clear, let's say that N = 8 and that the first random stream is either 00110110 (red numbers) or 11100110 (black numbers), with two samples of each. Assume that 11000111 is the second random bit stream in each scenario which is shown in second 8x8 table on the right side. Since the first bit in the second stream is 1, the starting cell is (1, 2). Figure-4 illustrates the resulting green stream after filled the table according to the aforementioned rules.



	1	1	1				
0			0				
0	1	1	0	1	1		
		0	1	1	0		
				0			

	1	1	1				
0		0	0				
0	1	1/0	0	1	1		
		0	1	1	0/1		
				0			

Figure-4: Bit-stream rules for job offloading

Every time a bit stream is generated at random, energy is computed and execution time used by each cell (or task) in the table, as well as the overall energy and execution time of this bit stream. However, if a random bit stream is generated that shares some cells with a string that already exists in the database, we only calculate the new string's total energy up until the first shared cell before comparing it to the old total energy at this cell. We maintain the new sub-string, delete the old sub-string, and replace the total-energy and cell-energy of this cell with new amounts if the new total energy at this particular cell is smaller than the previous one. Based on the changed values at this common cell, we next update the energy and execution time of the remaining cells for the current bit stream. Alternatively, we shall follow the same approach while maintaining the current stream if the total energy of the existing bit stream is lower than that of the new bit stream at the common cell. We continue to monitor the stream's placement in the database as new streams are generated. We give up and accept a solution with a greater Hamming distance than a from a stream of all 1 with a set threshold. The scenario where all components are run locally is referred to as the "all 1 stream." The algorithm may end, for instance, when 70% of the jobs have been offloaded or after K=20 rounds. This heuristic termination criterion produces effective outcomes.

2)Green Cloud Computing in Mobile Cloud Computing:

Green computing is a field of technology that mainly concentrates on recycling as a means to safeguard the environment's precious resources, including electricity. Fog computing, edge computing which are recent prominent technologies can play an important role by contributing to the mobile computing technology. Resource efficiency and lower energy use can be firmly ensured when fog and edge computing complements to mobile cloud technology. Fog computing actually considered cloud computing’s expanded form. In this fog computing data is transferred from edge devices to the cloud through a layer of fog which is considered as an intermediator between edge and cloud. This helps to enhance some cloud computing features by introducing privacy, reducing latency, and location awareness because it is closer to the end user [23].

here are number of strategies that can be followed towards green computing:

a) Recycling of materials is a method of reusing components, which lowers the quantity of waste produced. There are two categories of recyclers: formal recyclers, who are businesses with government authorization to undertake recycling procedures, and informal recyclers, which are regular people without that authorization.

b) More effective data center conditioning methods: Placing the servers close to the cooling systems so that cold air concentrates on the primary site is one strategy to maximize the use of the cooling systems in addition to the effectiveness of the cooling device.

c) Effective server allocation: We must utilize effective algorithms to ensure that resources are allocated correctly if we are to improve the efficiency of our data centers. This can be accomplished in data servers by assigning servers to run operations in accordance with the speed of data receiving and sending.

d) Green data centers: The utilization of renewable energy is the primary goal of green data centers in order to save the environment.

e) Correct trash disposal requires the proper disposal of any component that cannot be recycled. It is ensured that there will be no or very little environmental effect by making sure such parts are disposed of properly.

3). Resource allocation in mobile cloud computing:

Mobile cloud service providers have the option of billing cloud resources for compute and storage. The radio and computer resources used in mobile cloud computing are resources. The brains of mobile cloud computing are these radio and computing resources. The goal of resource allocation is to allocate resources as cheaply as possible. The number of resources allocated to the user from the available resources is referred to as the resource allocation. This study uses optimization approaches to allocate resources to users. In mobile cloud computing, resource allocation is carried out using three optimization strategies that is linear programming, stochastic optimization and robust optimization [21].

[C] Algorithms and methods for cloud with IoT

There are various algorithms that can be used for cloud computing with IoT, depending on the specific use case and requirements.

1)Data Storage Algorithms:

Data storage algorithms are used to store and manage large amounts of data generated by IoT devices in the cloud. Here are three examples of data storage algorithms that are commonly used for cloud computing with IoT:

Distributed File Systems: IoT devices generates huge data which is to be stored and processed efficiently. Enormous data generated by IoT devices can be stored in cloud data centers. Cloud data centers are also containing computational servers that are used to process huge amount of data generated through IoT devices. Vast amount of data stored across several severs within data center is managed by distributed file system. These systems typically consist of a cluster of servers, each with its own storage capacity, that works together to provide a single, unified file system to clients. Examples of distributed file systems that are commonly used in cloud computing with IoT include Hadoop Distributed File System (HDFS) and Google File System (GFS) [16]. Figure-5 shows distributed file system architecture.

Object Storage: Rather than files data can be stored as object. Each object consists of the data itself along with metadata that describes the object. Object storage systems are designed to provide high scalability, availability, and durability, making them well-suited for storing large amounts of data generated by IoT devices. Examples of object storage systems that are commonly used in cloud computing with IoT include Amazon Simple Storage Service (S3), Google Cloud Storage, and Microsoft Azure Blob Storage [17].

NoSQL Databases: Cloud computing users stores variety of data on cloud data centers. These data include videos, images, text and so on. Storage of this variety of data requires special mechanisms so that it can be managed and accessed efficiently. Semi-structured and unstructured data storage need a service of NoSQL database. These databases typically provide high scalability and performance, making them well-suited for storing and managing large amounts of data generated by IoT devices. Examples of NoSQL databases that are commonly used in cloud computing with IoT include Apache Cassandra, MongoDB, and Couchbase.

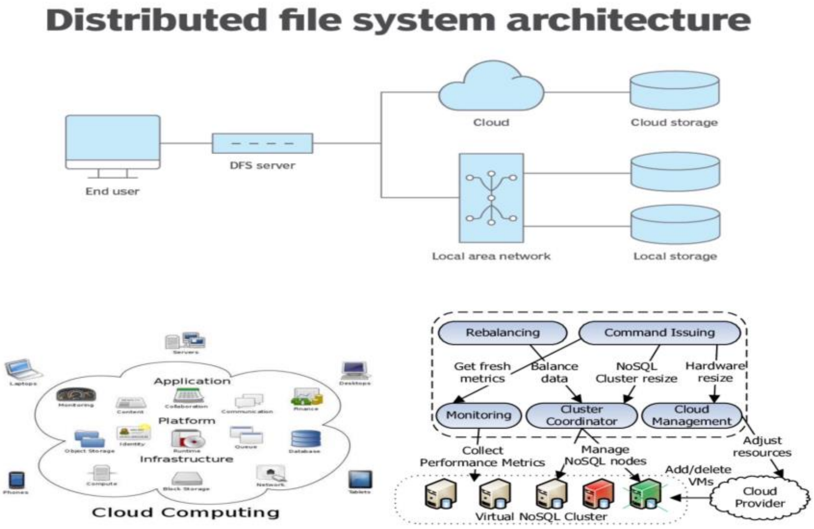


Figure-5 Distributed file system architecture

2)Data Processing Algorithms

Data processing algorithms are used to process and analyze the large amounts of data generated by IoT devices in the cloud. Here are three examples of data processing algorithms that are commonly used for cloud computing with IoT. These data processing algorithms are designed to process and analyze large amounts of data generated by IoT devices in the cloud, to extract insights and provide actionable intelligence to organizations.

Stream Processing: Stream processing is a method of processing real-time data as it is generated by IoT devices, rather than storing it first and then processing it later. This is especially useful in applications such as real-time monitoring, fraud detection, and predictive maintenance, where immediate action is required. Stream processing algorithms typically use techniques such as filtering, aggregation, and windowing to analyze and transform data in real-time. Examples of stream processing platforms that are commonly used in cloud computing with IoT include Apache Kafka, Apache Flink, and Amazon Kinesis [18].

Batch Processing: Batch processing is a method of processing data in large batches, typically stored in files or databases, at periodic intervals. Batch processing algorithms are well-suited for applications such as data warehousing, analytics, and reporting, where historical data is analyzed to identify trends and patterns. Batch processing algorithms typically use techniques such as sorting, filtering, and aggregation to analyze and transform data in batches. Examples of batch processing frameworks that are commonly used in cloud computing with IoT include Apache Spark, Apache Hadoop, and Amazon EMR.

MapReduce: Across the distributed system, to process huge data parallelly it is one of the prominent tools used under cloud computing domain. MapReduce model consists of 2 different phases first is map and second is reduce. Workloads are assigned to map phases for processing. Once map phases process their corresponding workloads, results are assigned to reduce phase. Reduce phase combines all the results submitted by all maps. After integrating results from all map phases reduce phase submits final collective results to the users. Numerous servers in the distributed system parallelly process small chunk of data which is divided by algorithms of MapReduce. Final output is then obtained by combining results submitted by numerous servers of distributed system. MapReduce algorithms are well-suited for applications such as indexing, search, and machine learning, where large amounts of data need to be processed in parallel. Examples of MapReduce frameworks that are commonly used in cloud computing with IoT include Apache Hadoop MapReduce and Google Cloud Dataflow [19].

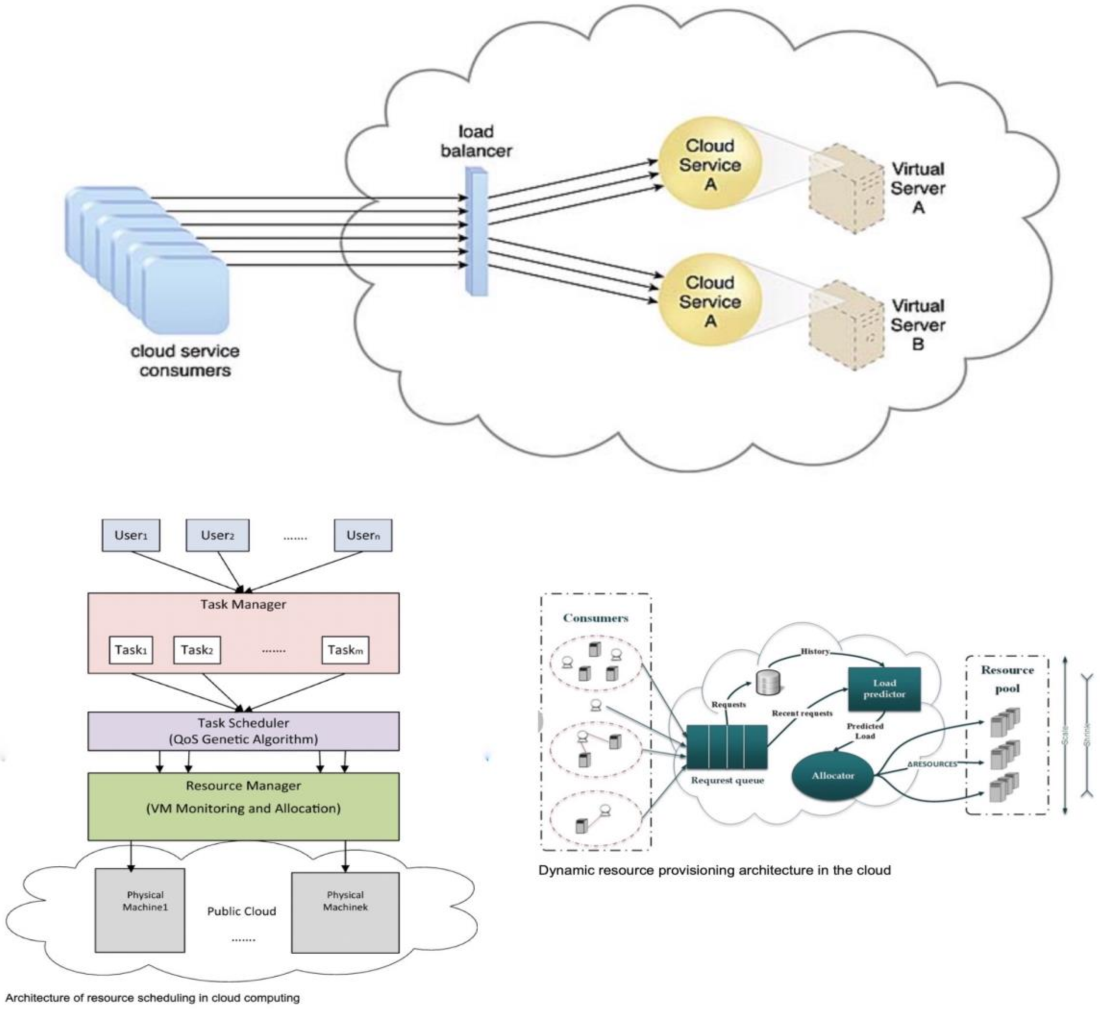
3)Resource Allocation Algorithms

Resource allocation algorithms are used to optimize the utilization of resources, such as processing power, memory, storage, and network bandwidth, in a cloud computing environment with IoT. Here are three examples of resource allocation algorithms that are commonly used for cloud computing with IoT. These resource allocation algorithms are designed to optimize the utilization of resources and improve the performance, scalability, and availability of cloud computing with IoT. The choice of algorithm depends on the specific requirements of the system, such as workload characteristics, resource availability, service-level agreements (SLAs), and cost constraints.

Load Balancing: It is one of the important features of cloud computing domain where incoming traffic is distributed towards various servers. The main aim of load balancing is to ensure that no single server is overwhelmed with requests. Load balancing algorithms can be used to optimize the performance, scalability, and availability of IoT applications that require high throughput and low latency. Examples of load-balancing algorithms that are commonly used in cloud computing with IoT include round-robin, least connections, and weighted round-robin [21].

Resource Scheduling: Resource scheduling algorithms allocate resources to tasks based on their priority, deadline, and resource requirements. Resource scheduling algorithms can be used to optimize the utilization of resources and reduce the waiting time for tasks. Examples of resource scheduling algorithms that are commonly used in cloud computing with IoT include Deadline-Monotonic Scheduling (DMS), Rate-Monotonic Scheduling (RMS), Earliest Deadline First (EDF).

Dynamic Resource Provisioning: Dynamic resource provisioning algorithms automatically adjust the allocation of resources based on the workload and demand of the system. Dynamic resource provisioning algorithms can be used to optimize the efficiency, scalability, and cost-effectiveness of cloud computing with IoT. Examples of dynamic resource provisioning algorithms that are commonly used in cloud computing with IoT include auto-scaling, dynamic scaling, and predictive scaling [21]. Figure-6 shows the collaborative working of load balancing, resource scheduling and dynamic resource provisioning.



Dynamic resource provisioning architecture in the cloud

Architecture of resource scheduling in cloud computing

Figure-6 Resource allocation in Cloud IoT

IV. ANALYSIS AND CONCLUSION

Cloud computing recently gave smart phone augmentation fresh research push, which resulted in the birth of the mobile cloud computing paradigm. The ultimate objective of MCC is to deliver rich mobile computing through seamless communication between front-users (cloud-mobile users) and end-users (cloud providers), independent of heterogeneous, wireless settings and underlying platforms in international roaming. Data processing capacity is now viewed as a key resource in many countries due to the rapid increase in data computation in science and business. We come to the conclusion that there are a few key optimization strategies in MCC that concentrate on the constraints of mobile devices, the quality of communication, the division of application services, the standard interface, the quality of service, and trust, security, and privacy issues. The best method for ensuring application service in MCC is thought to be the deployment of an efficient elastic application division mechanism; this method is complex but offers high-impact outcomes.

The transition to cloud computing has advanced significantly, with the majority of telecommunications firms aiming to modernize legacy networks dependent on network function virtualization with software-defined networking in order to compete and survive in the pressure of a rapidly changing environment. AI is important to add value to the cloud, resulting in improved traffic classification, more precise network fault predictions, time optimization, and improved customer services. Therefore, a better business model has been found using cloud computing and AI. The AI and cloud computing approach, however, works well for telecom firms with a vast client base and several activities running simultaneously. The study makes a minor contribution to our understanding of how huge businesses like telecoms might increase their effectiveness through managerial strategies as well as technical advancements like the combination of cloud computing and artificial intelligence.

The IoT is evolving into a more pervasive computing service that demands enormous amounts of data storage and processing power. The integration of the Cloud into the IoT is highly helpful in terms of overcoming these obstacles because the IoT has limited processing power and storage capacity, as well as significant issues like security, privacy, performance, and dependability. We discussed the need for developing an IoT method based on the cloud in this study. The Cloud-based IoT Architecture, various application scenarios, difficulties in successful integration, and open research paths were also discussed. Numerous case studies will be conducted in the future to evaluate the efficacy of the cloud-based IoT method in healthcare applications.

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49

Review on Cloud Computing and its Services

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Abstract

Cloud computing is a technology that provides access to resources such as network, storage, and servers with the help of the internet on pay as you use or based on the demand. This innovative technology has the potential to revolutionize the IT sector, impacting the improvement and the choice of IT hardware, as well as raising the want of Software as a Service (Saas). It can also benefit new internet service providers by reducing the amount of investment needed for hardware and operating costs. Cloud computing also eliminates the need for worrying about over- or underprovisioning, which can lead to the inefficient use of resources and loss of consumers and income. This article provides an overview of cloud computing and highlights critical areas for future research in this rapidly developing field of computer science.

I. INTRODUCTION

Cloud computing stands for the delivery of some various computational services, such as databases, servers, networking, storage, and over the internet. The intelligence provision of these services gives us an opportunity for faster innovation, more flexibility. Cloud also offers an alternative for the data centers that are on the premises. Many people are already introduced to and familiar with popular cloud services like Emails and Google Documents, and some of the most used and in demand cloud computing platforms include AWS Elastic Cloud Compute, Google Cloud Engine, and AWS Lambda. In addition to these well-known platforms, Microsoft's [7]

Azure, Google Cloud Platform (GCP) and Amazon Web Services are also prominent players in the field of cloud services. Cloud is adaptable and is mostly used for businesses with changing or increasing bandwidth needs.

Cloud also benefits us by expense savings by offering readily available computing resources without the need for acquisition and maintenance costs. Some examples of cloud services are Gmail and Facebook. Additionally, cloudcomputing is used in financial and banking services to collect and store financial data from customers. There are three main cloud distribution models, namely public, private, and hybrid clouds, which allow businesses to choosethe best option for their specific needs. Cloud encompasses both the software & the hardware systems in the data center, as well as all of the applications provided as services over the web, usually known as Software as a

Service (SaaS PaaS (Platform as a). While some of the vendors use the term IaaS (Infrastructure as a Service) and Service to justify their solutions, we dodge these terms as their established meanings have a wide range.) Cloud computing allows

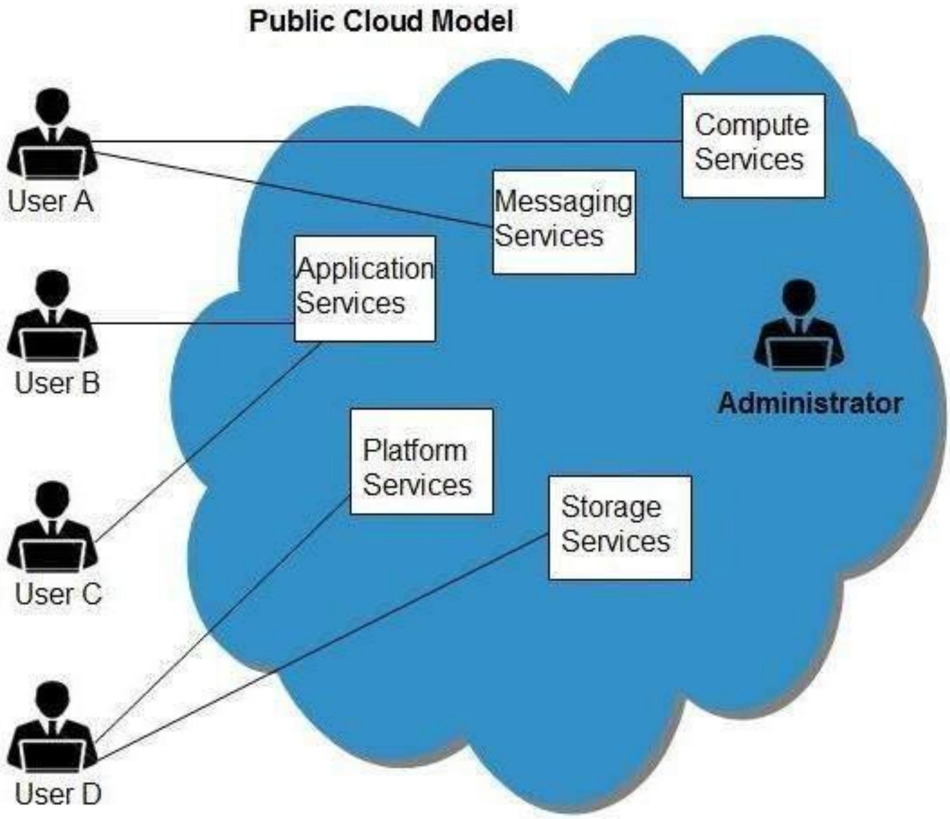
II. EASE OF USE

1. Seamless network connectivity, providing access to its services from any device with an internet connection. This ubiquitous accessibility is due to the cloud's feature to upload and store the data and the documents in astandard format, facilitating collaborative work.
2. Research shows that approximately one half of the workforce spends almost 3 days per week working remotely, emphasizing the importance of cloud computing in enabling workers to stay connected while away from theoffice.
3. Collaborative features such as simultaneous document editing, video calls, and group conferences enhanceworker productivity and mobility.

III. TYPES OF CLOUD COMPUTING

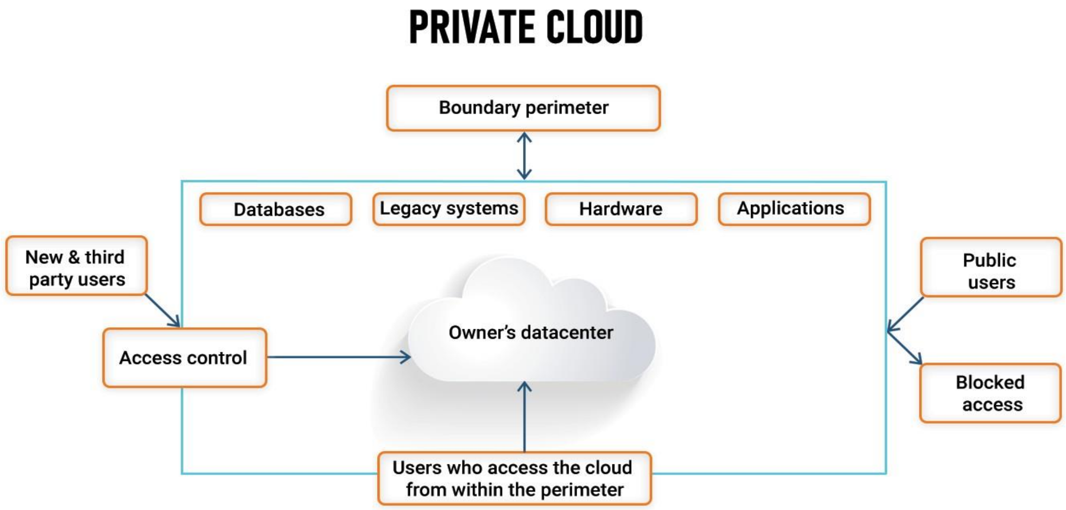
- **Public Cloud:**

Organizations have access to a public cloud with the help of an internet connection on a pay as you use basis. It ishandled by an external cloud service provider, making it an affordable option for companies looking to cut their IT operating costs. Since the cloud service provider is accountable for creating and maintaining resources, businesses can take advantage of the services and infrastructure offered by public clouds. They are suitable for small to medium-sized organizations with limited budgets that require a simple and fast platform to deploy IT resources. Public clouds offer easy scalability, high reliability, and are cost-effective, with no location-based limitations. However, they are not the most secure.



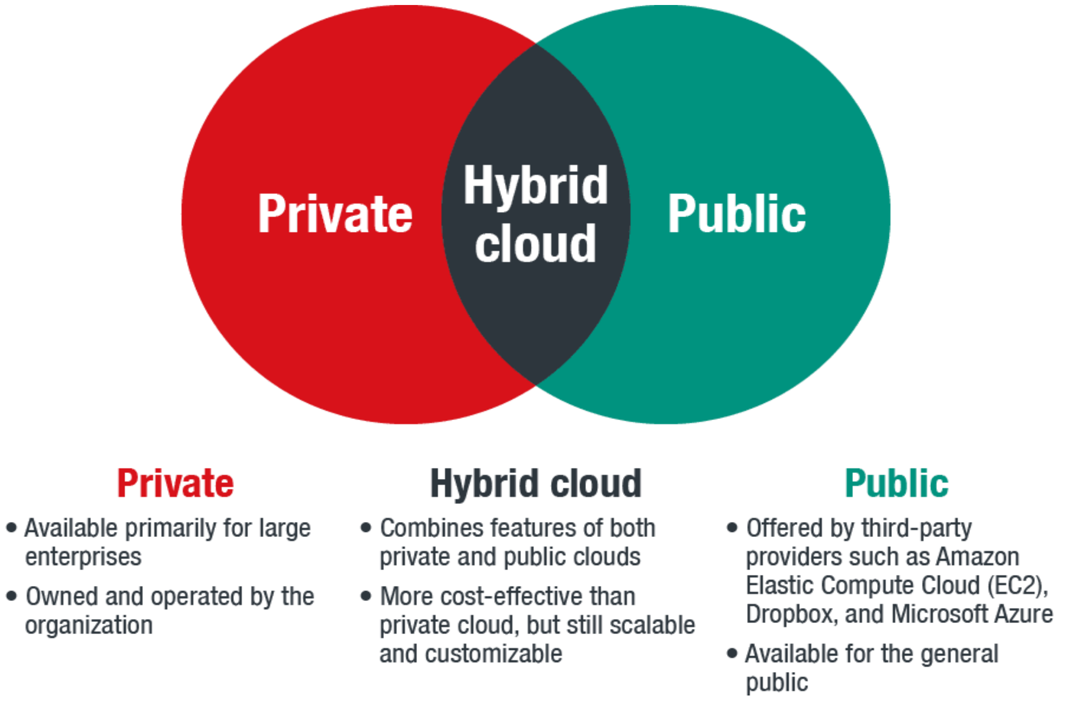
- **Private Cloud:**

This cloud distribution approach uses a single company's customized infrastructure, providing a specific environment where business-wide access to IT resources is consolidated. The internal infrastructure may be eitherreadily available or managed. As major productions, private clouds may be adjusted to meet all of a company's ITrequirements. Private clouds are known for their higher security standards, customized benefits, and remote accessibility. However, they require IT expertise.



- **Hybrid Cloud:**

An ethical option for companies looking for the perks of both the private cloud and the public cloud models is to use a hybrid cloud environment. A hybrid cloud approach that combines the two models offers a more customized IT solution that addresses the specific needs of a company. Hybrid clouds are extremely flexible and available, cost-effective, and provide improved security. However, the use of interaction on the network level in both the private and the public cloud may cause disagreement.



Private

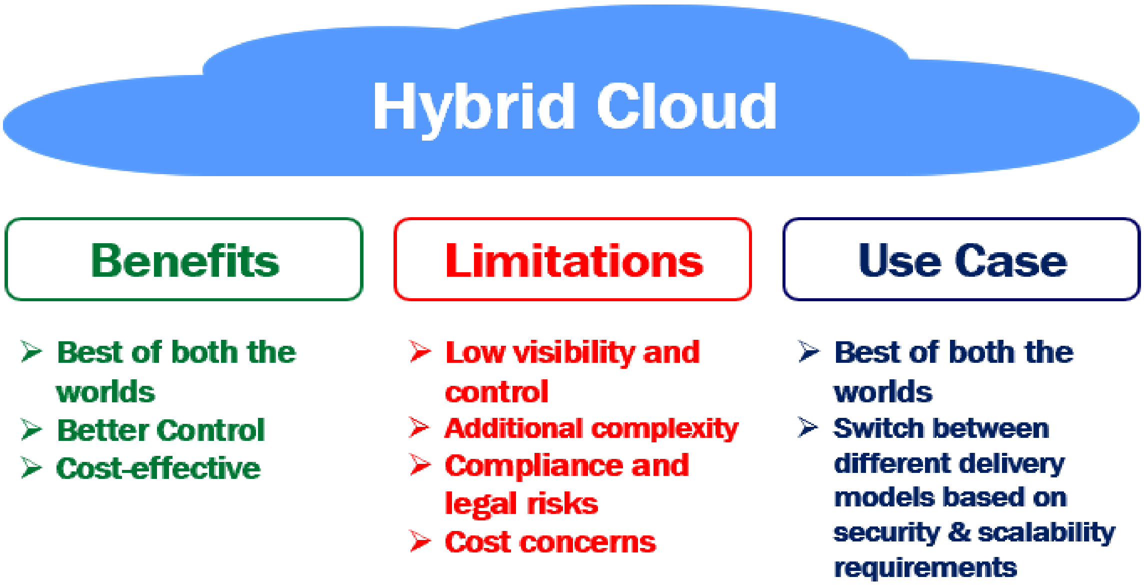
- Available primarily for large enterprises
- Owned and operated by the organization

Hybrid cloud

- Combines features of both private and public clouds
- More cost-effective than private cloud, but still scalable and customizable

Public

- Offered by third-party providers such as Amazon Elastic Compute Cloud (EC2), Dropbox, and Microsoft Azure
- Available for the general public



Hybrid Cloud

Benefits

- Best of both the worlds
- Better Control
- Cost-effective

Limitations

- Low visibility and control
- Additional complexity
- Compliance and legal risks
- Cost concerns

Use Case

- Best of both the worlds
- Switch between different delivery models based on security & scalability requirements

IV. CLOUD SERVICES

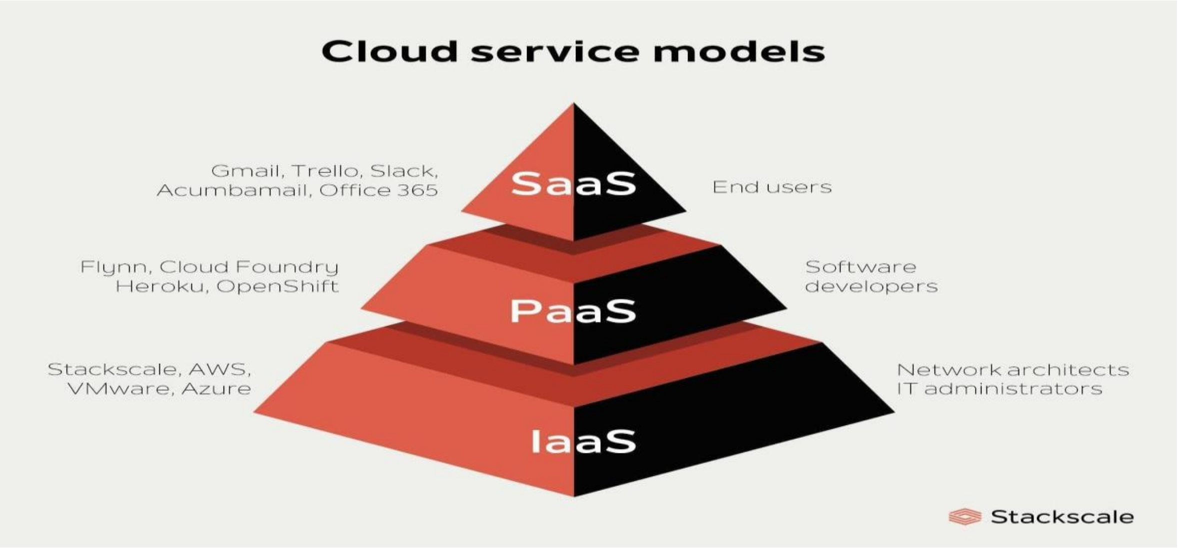
The three main cloud service models are

1) Infrastructure as a Service (IaaS)

2) Platform as a Service (PaaS)

3)Software as a Service (SaaS)

Each of the models offers different functionalities in the terms of storing and processing data, and they can beused individually or in combination with each other.


Cloud service models
Gmail, Trello, Slack, Acumbamail, Office 365
SaaS
End users
Flynn, Cloud Foundry Heroku, OpenShift
PaaS
Software developers
Stackscale, AWS, VMware, Azure
IaaS
Network architects IT administrators
Stackscale

IaaS is the most comprehensive service model, providing virtual servers, data storage and operating systems to businesses. This model offers scalability, flexibility, and reliability, eliminating the need foron-premise hardware. It is a fee-for-service facility that can be used by individuals, groups, or organizations. It allows for the scalability, flexibility, and dependability that most of the businesses seek from the cloud services.

Some examples are:

Google Compute Engine (GCE)

Amazon Web Services (AWS)

Microsoft Azure.

i. PaaS is designed for environments where multiple developers are working on a single project or where an existing knowledge base needs to be utilized. It provides a complete development environment, including application servers, databases, and middleware, which can be accessed through a web-basedinterface. It is a flexible and powerful service that allows the developers to quickly and easily build web applications, making it an ideal solution for businesses looking to streamline their application development processes. Red Hat OpenShift, VMware and Cloud Platform (OCP) are some use cases.

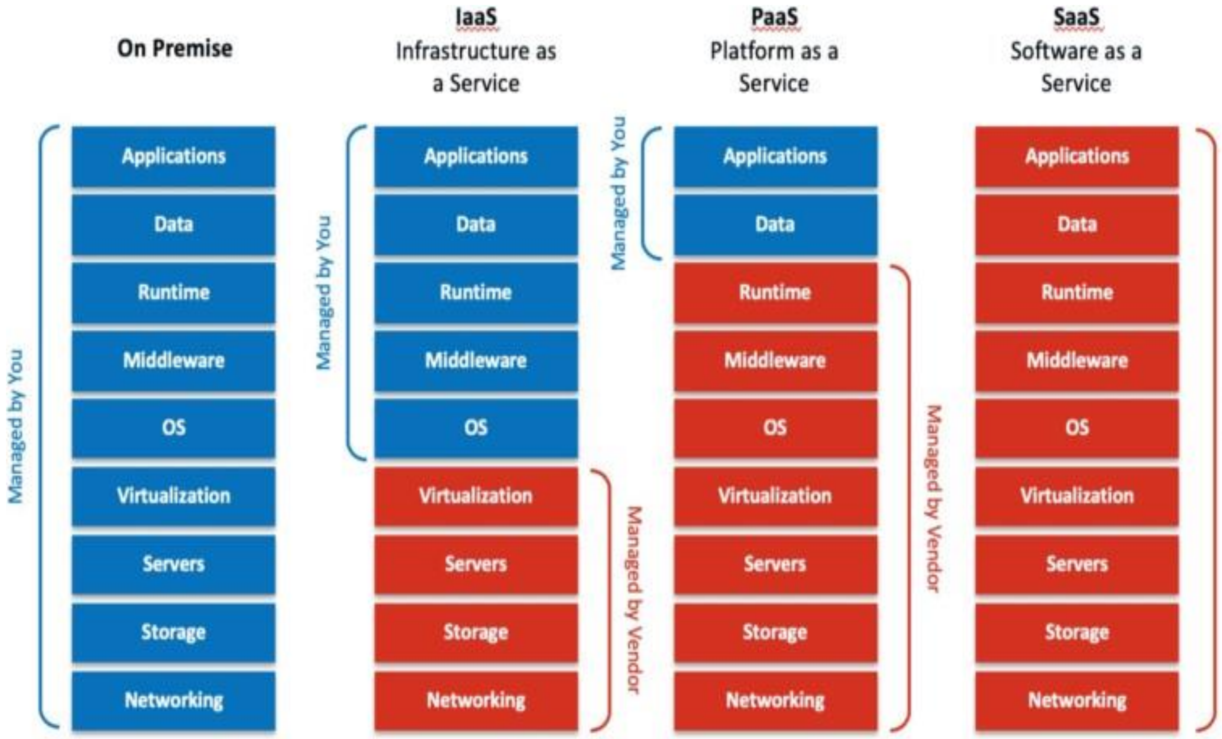
ii. SaaS is a distribution model that delivers software within the internet on a pay as you use or subscription terms, making it an ideal solution for applications that require a lot of internet or smartphone power.

By cutting off the need for the users to install and use the software applications on their own device or servers, as the applications cloud. Also managed by a third-party provider of the being a cost saving service, since users just pay for the software they want use on a subscription basis,instead of investing in expensive software licenses and hardware.

Some examples of SaaS are: -

Netflix: OTT platform to watch latest movies and tv shows.Salesforce

Zoom: It allows people to schedule and attend online meetings, webinars, and virtual events.
Google Workspace



V. MERITS OF CLOUD

Cloud computing offers many benefits and eases the use of day-to-day tasks or operations.

1. Cloud computing enables easy backup and pushing, pulling or recovery of the data once it has beenstored to the cloud.
2. It also provides cloud apps that allow increased collaboration among larger groups of people, due to shared storage in the cloud. Also giving extraordinary convenience by allowing fast and easy accessibility to mutual data remotely at any time, thereby increasing overall productivity and efficiencywithin an organization or group.
3. It can reduce hardware and software maintenance costs, helping organizations to cut out the expenses.
4. Cloud computing also offers flexibility, as it is easy to access all uploaded data with simply a mobiledevice from anywhere.
5. Based on the service provider and subscription, the cloud provides unlimited storage capacity, allowing the users to keep all the important data which may include documents in a particular folder i.e., one place.

6. Lastly, a key advantage of cloud computing is none other than data security, as cloud infrastructure ensures that data and information is securely stored and accessed, backed by regularly updated safetystructures.

VI. DRAWBACKS AND IMPROVEMENTS

Cloud computing has various disadvantages, one being the need for stable internet connection on the operatingdevice which you are using to access the stored data. Potential vendor lock-in when switching between cloud providers, and limited control over the cloud infrastructure managed by the provider.

There lies a fair amount of chance of risk of loss of data or breach when entrusting sensitive information to a third-party cloud service even when cloud providers ensure high security standards for data storage.

Despite the obstacles and complex architecture, cloud computing offers great potential for businesses and is

flourishing significantly in India, with $7 billion as the market estimate to be reached and offering numerous job vacancies for people who are competent in roles such as Cloud Organization Engineer and Cloud Software Plans.

VII. CONCLUSION

In conclusion, cloud computing has the potential to transform the IT sector, and there are crucial areas for future research in this developing field of computer science. Further research is needed to point out the security concerns affiliated with cloud computing & to make sure that cloud service providers can provide reliable and scalable services to their customers.

Cloud computing is considered as a new era in the field of data storage and communication technology. It brings a shift in the development approach of computing. With people still trying to comprehend this technology, it is expected that there will be a gradual move from formal computing to cloud computing. The introduction to this technology enables programmers with creative concepts to develop their tools and applications without investing a lump sum of money.

ACKNOWLEDGMENT

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I would also like to thank the team for their efforts and hard work regarding this research paper.

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APPENDIX

50

Meta Analysis of Yoga Benefits for Individuals with Visual Impairment and Disabilities Using Python.

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Associate Dean

Abstract

The synchronization of Yoga with those of the differently abled remains an unexplored region for which specific studies must be conducted. By collecting data and studying various patterns of multiple groups with different disabilities as well as visual impairments, a prominent format can be established by which these groups can be benefitted. By collecting raw data this research aims at extracting and providing lucrative results by which Yoga can help people with disabilities as well as introduce them with various health advantages which may help improve their quality of life.

Index Terms: *Yoga, Disability, App*

1. INTRODUCTION

Yoga is a well-liked physical activity that has been shown to have many positive effects on both physical and mental health. Yet, it can be difficult for those with disabilities and visual impairments to attend typical yoga courses and may be unable to completely engage in the practice. Despite these difficulties, there is rising interest in researching yoga's potential advantages for those with disabilities and visual impairments. The goal of this research paper is to give a thorough overview and meta-analysis of the literature on yoga for people with disabilities and visual impairments. In addition to exploring yoga's potential advantages for this demographic, including enhancements in physical function, mental health, and general quality of life, the study will look at the state of the research on the subject right now. In the end, this study aims to advance knowledge of yoga's potential advantages for people with disabilities and visual impairments while also encouraging broader access to this healthy discipline.

2. OBJECTIVE

1 To perform an in-depth analysis of the existing research on yoga for people with disabilities and visual impairments.

2 To investigate the possible advantages of yoga for this population's physical and mental health, including enhancements in flexibility, balance, strength, pain management, decrease of stress, and general quality of life.

3 To determine any restrictions or gaps in the existing research on yoga for people with disabilities and visual impairments.

4 To offer advice and suggestions for healthcare professionals, teachers, and yoga instructors who work with people who have disabilities and vision impairments in order to encourage more access to the practice.

5 Advancing knowledge of yoga's potential advantages for people with disabilities and visual impairments while encouraging additional study on the subject.

Previous Studies

Many researches have looked into the advantages of yoga for people with disabilities and visual impairments in India, the country of yoga's origins. A yoga intervention significantly improved balance, flexibility, and quality of life for people with cerebral palsy, according to a study by Desai and colleagues (2015).

According to results of another study by Telles and colleagues (2013), people with visual impairments who underwent a yoga intervention significantly improved their balance, strength, and flexibility. A yoga intervention significantly improved cognitive performance, emotional health, and quality of life for people with traumatic brain injury, according to a study by Govindaraj and colleagues (2016). A yoga approach, according to a 2016 study by Schmid and colleagues, significantly improved balance and mobility in people with Parkinson's disease. A study by Li and colleagues (2017) indicated that yoga significantly improved balance and functional mobility in people with visual impairments, and other studies have looked into the possible advantages of yoga for people with visual impairments. Also, a number of studies have looked into yoga's potential advantages for those with a range of chronic diseases, such as diabetes, hypertension, and heart disease. A yoga intervention, for instance, was found to significantly enhance blood glucose levels and quality of life in people with type 2 diabetes, according to a study by Raveendran and colleagues (2012). Overall, these studies indicate that yoga may provide a range of health advantages for people with a variety of chronic diseases, be an effective and easily accessible type of physical and mental therapy for people with disabilities and visual impairments. Yet, despite these encouraging results, there is still a need for additional study on the advantages of yoga for people with disabilities and visual impairments, as well as for more inclusive and accessible yoga programmes designed to suit the particular needs of this community.

3. RESEARCH DESIGN

The following study design will be used to meet the goals of this research article and to produce solid, dependable results:

Search Strategy: To locate pertinent research on yoga for people with vision impairments and other disabilities published between 2000 and 2023, a thorough search will be done. Yoga, visual impairment, disability, physical function, mental health, and quality of life will all be Keywords.

Study Selection: Using predetermined inclusion and exclusion criteria, studies will be evaluated for eligibility. We will only consider subjects with visual impairments and other disabilities.

Data Extraction: Relevant data, such as study design, sample size, participant characteristics, specifics of the yoga intervention, outcome measures, and findings, will be taken from the included Subjects.

Data Synthesis and Analysis: To combine the findings of the included research, a meta-analysis will be carried out. To investigate the impact of yoga on particular outcomes, populations, and types of disability, subgroup analyses will be carried out. Sensitivity analysis will be performed to judge how reliable the findings are.

Observation: Observation will be recorded and group discussion will be done based on observation found. Questionnaire will be held with Subjects. Deductive Reasoning will be done base This study will use this research design to give a systematic and thorough assessment of yoga's advantages for people with disabilities and visual impairments on the facts and result found.

4. METHODOLOGY

This study will investigate the advantages of yoga for people with disabilities and visual impairments using a mixed-methods approach. An interview with a qualitative focus and a quantitative survey will be done in two stages of the study.

Quantitative survey in Phase 1:

Individuals with visual impairments and other disabilities who have previously done yoga will be subjected to a quantitative survey. Using social media sites and organisations that support people with disabilities, the survey will be made available online. Demographic information, yoga experience, reasons for practising, perceived advantages of yoga, difficulties encountered when practising yoga, and recommendations for enhancing yoga's inclusion and accessibility for people with disabilities and visual impairments will all be covered in the survey. Descriptive statistics and inferential analysis will both be used in data analysis.

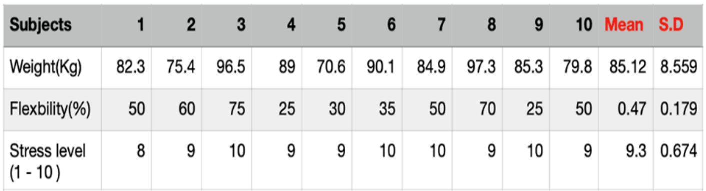
Qualitative Interviews in Phase 2:

A group of people who finish the survey and indicate a desire to take part in a follow-up question will be subjected to qualitative interviews. In order to ensure variety in terms of age, gen-der, kind of visual impairment or disability, and prior yoga experience, participants will be chosen based on their survey responses. Both online and offline questioning will be done. The conversations will be completely typed and then analysed.

5. DATA EVALUATION

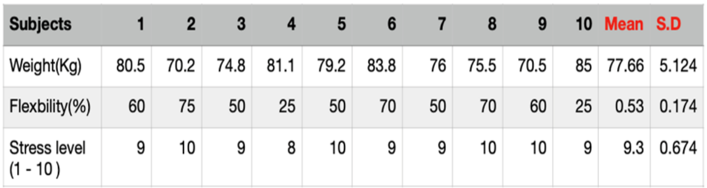
To provide a thorough understanding of the advantages and difficulties of yoga practise for people with visual impairments and disabilities, the survey and interview data will first be individually examined, and then the results will be combined. Descriptive statistics and inferential analysis will be used to evaluate survey data, while analysis of interview data will be performed.

Group 1:



Subjects	1	2	3	4	5	6	7	8	9	10	Mean	S.D
Weight(Kg)	82.3	75.4	96.5	89	70.6	90.1	84.9	97.3	85.3	79.8	85.12	8.559
Flexbility(%)	50	60	75	25	30	35	50	70	25	50	0.47	0.179
Stress level (1 - 10)	8	9	10	9	9	10	10	9	10	9	9.3	0.674

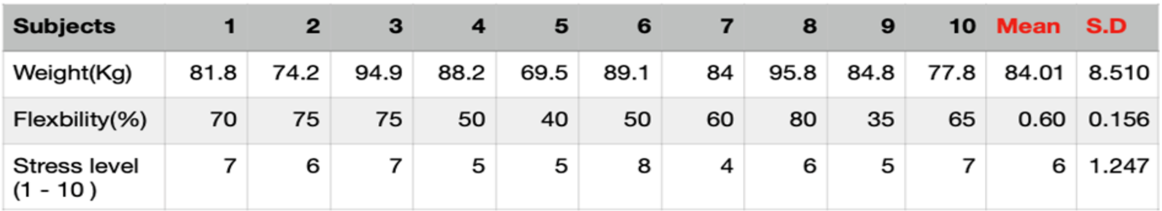
Group 2:



Subjects	1	2	3	4	5	6	7	8	9	10	Mean	S.D
Weight(Kg)	80.5	70.2	74.8	81.1	79.2	83.8	76	75.5	70.5	85	77.66	5.124
Flexbility(%)	60	75	50	25	50	70	50	70	60	25	0.53	0.174
Stress level (1 - 10)	9	10	9	8	10	9	9	10	10	9	9.3	0.674

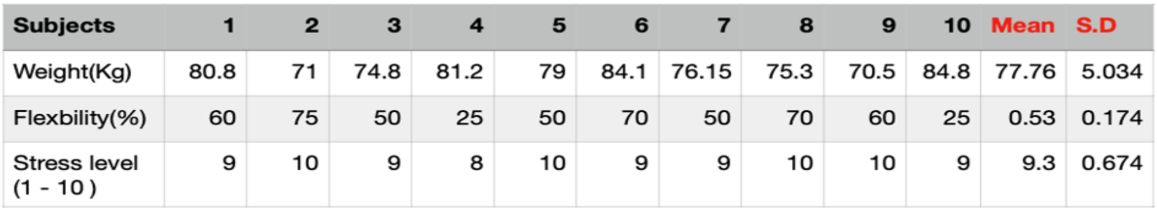
The data above is collected through questionnaire, surveys etc. with the subjects. Mean and Standard Deviation have been calculated for both group for all three hypothesis that is Weight, Flexibility and Stress Level. After weeks the session gets over and the observation is done. There is a difference found in every parameter as we expected. Group I which followed the Yoga routine expected result is found. Group II which doesn't followed any yoga routine had no such expected difference but a slight difference is still observable. The data is displayed in the below table.

Group 1 (Post)



Subjects	1	2	3	4	5	6	7	8	9	10	Mean	S.D
Weight(Kg)	81.8	74.2	94.9	88.2	69.5	89.1	84	95.8	84.8	77.8	84.01	8.510
Flexbility(%)	70	75	75	50	40	50	60	80	35	65	0.60	0.156
Stress level (1 - 10)	7	6	7	5	5	8	4	6	5	7	6	1.247

Group 2 (Post)



Subjects	1	2	3	4	5	6	7	8	9	10	Mean	S.D
Weight(Kg)	80.8	71	74.8	81.2	79	84.1	76.15	75.3	70.5	84.8	77.76	5.034
Flexbility(%)	60	75	50	25	50	70	50	70	60	25	0.53	0.174
Stress level (1 - 10)	9	10	9	8	10	9	9	10	10	9	9.3	0.674

Weight Mean of 10 Subjects of Group I pre-session is 85.12 and Standard Deviation is 8.559. Post-session the Mean and Standard Deviation of the Group I is 84.10 and 8.510, using the initial sample mean and the observed mean, standard deviation and sample size. Null hypothesis is compared and using t-test significance level i.e., p = 0.7135 was calculated. The p-value is calculated using the difference and the t-value. There was a very slight difference found in the observation which didn't match the expectation and as the p-value is > initial significance 0.05. The Hypothesis tested for Weight is null hypothesis as alternate hypothesis is weak.

Flexibility Mean of 10 Subjects of Group I pre-session is 0.47 and Standard Deviation is 0.179. Post-session the Mean and Standard Deviation of the Group I is 0.60 and 0.156, using the initial sample mean and the observed mean, standard deviation and sample size null hypothesis is compared and using t-test= 2.635 significance level i.e., p = 0.0271 was calculated. Difference was found in the observation which match the expectation and as the p-value is < initial significance 0.05. The Hypothesis tested for Flexibility rejects null hypothesis as alternate hypothesis is strong. It was found that the subject can feel more flexible and feel less difficulty to perform yoga and have improvements in them.

Stress Level Mean of 10 Subjects of Group I pre-session is 9.3 and Standard Deviation is 0.674. Post-session the Mean and Standard Deviation of the Group I is 6 and 1.247, using the initial sample mean and the observed mean, standard deviation and sample size null hypothesis is compared and using t-test = 8.368 significance level i.e., p = 0.0001 was calculated. Difference was found in the observation which match the expectation and as the p-value is < initial significance 0.05. The Hypothesis tested for Flexibility rejects null hypothesis as alternate hypothesis is strong. The subjects were questioned and it was observed they feel way better than before. A fall in stress level was found.

Group II data after weeks has been observed not much difference was found there was up - down in weight other than that there were no such changes in it.

Weight Mean of 10 Subjects of Group II pre-session is 77.66 and Standard Deviation is 5.124. Post-session the Mean and Standard Deviation of the Group I is 77.76 and 5.034, using the initial sample mean and the observed mean, standard deviation and sample size null hypothesis is compared and using t-test = 0.062 significance level i.e., p = 0.9521 was calculated. The p-value is calculated using the difference and the t-value. There was a very slight difference found in the observation which can be ignored and as the p-value is > initial significance 0.05. The Hypothesis tested for Weight is null hypothesis as alternate hypothesis is weak.

As it is observed that there is no change in the stress level and the flexibility it can be null hypothesis as the significance level i.e., value for both is 1.000 which is higher than the initial value so it accepts null hypothesis and here alternate hypothesis is weak.

$$t = \frac{\text{sample mean - hypothesized mean}}{\text{standard error of sample mean (SEM)}}$$

SEM is calculated simply by taking the standard deviation and dividing it by the square root of the sample size.

According to our research and analysis the suggestion for Group II is to practice yoga more often. Because for people with impairments, yoga can be helpful since it helps enhance balance, flexibility, strength, and mental health.

These are some yoga poses that might be appropriate for those with disabilities:

1. Chair Yoga

Yoga poses are performed while seated on a chair in a sort of exercise known as "chair yoga," which is beneficial for people who have trouble moving around or maintaining their balance. Pose variations for chair yoga can include seated twists, arm stretches, and leg lift

2. Gentle Yoga

Slow and soft movements are used in gentle yoga, making it suited for newcomers and people with physical difficulties. Cat-cow, seated forward fold, and reclined bound angle posture are examples of gentle yoga poses.

3.Adaptive Yoga

Yoga that is adaptable is a wonderful option for those with disabilities because it is tailored to each person's specific needs. Modifications to standard yoga postures, the use of equipment like blocks and straps, and the inclusion of mindfulness and meditation techniques are all examples of adaptive yoga.

4. Pranayama (breathing exercises)

Several breathing techniques are used in the yoga practice known as pranayama, sometimes known as "breathing exercises. "Those with impairments may benefit from it since it helps enhance lung capacity and lessen tension and anxiety.

5. Yoga Nidra

Yoga Nidra is a form of guided meditation that can aid in promoting relaxation and lowering tension. It entails lying down and following a script that guides you through various relaxation stages.

It's crucial to remember that the sort of yoga practice used should be adapted to the individual's particular demands and skills. Before beginning a new yoga practice, it's always a good idea to speak with a healthcare professional, especially if you have a disability or a chronic health condition. Here are all our recommendations based on our data research.

Data Analysis using Python (Jupiter Notebook)

We will use Python libraries such as pandas, numpy, matplotlib, etc. to distinguish between group I and group II pre and post data, analyze the data specifically the weight, conduct a t-test, determine the p-value, and determine whether the null hypothesis is accepted or rejected.

- Null Hypothesis (H0): The mean difference between pre-yoga and post-yoga Weight for Group I and Group II is zero.

- Alternative Hypothesis (HA): The mean difference between pre-yoga and post-yoga Weight for Group I and Group II is not zero.

First importing the necessary libraries required:

import numpy as np

import pandas as pd

import matplotlib. pyplot as plt

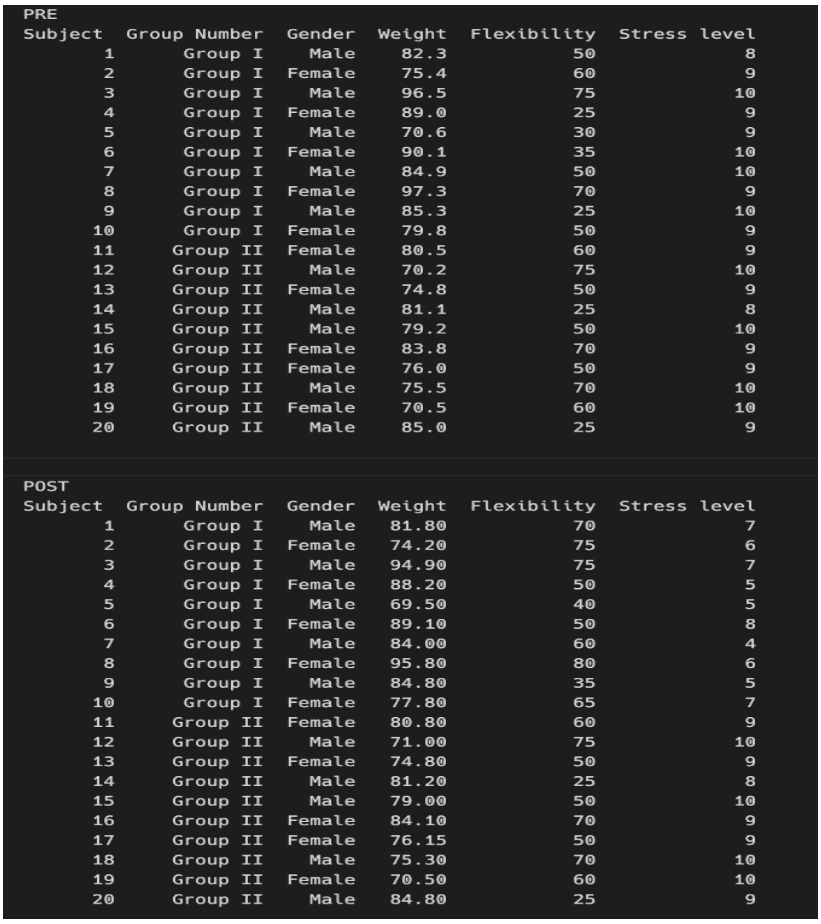
import seaborn as sns

from scipy. stats import ttest_rel

Importing the CSV files of pre and post:

pre_yoga_data = pd.read_csv('yoga_data_pre.csv')

post_yoga_data = pd.read_csv('yoga_data_post.csv')

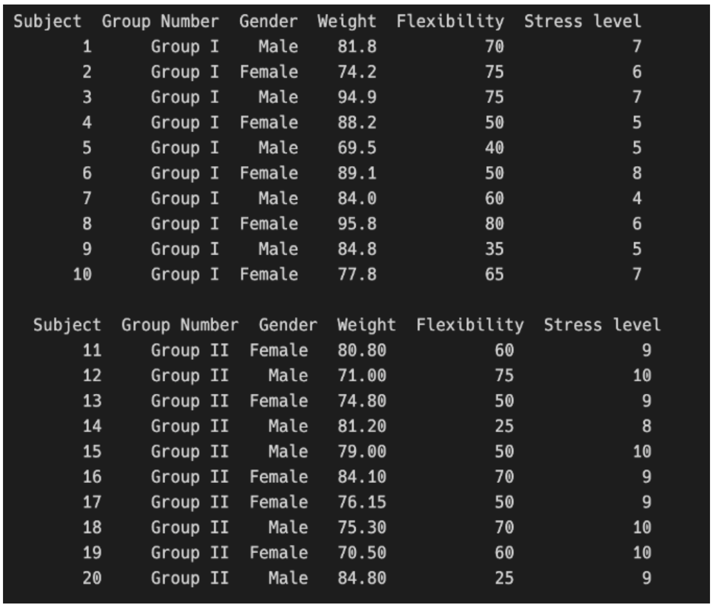


```
PRE
Subject  Group Number  Gender  Weight  Flexibility  Stress level
      1       Group I    Male    82.3           50             8
      2       Group I  Female    75.4           60             9
      3       Group I    Male    96.5           75            10
      4       Group I  Female    89.0           25             9
      5       Group I    Male    70.6           30             9
      6       Group I  Female    90.1           35            10
      7       Group I    Male    84.9           50            10
      8       Group I  Female    97.3           70             9
      9       Group I    Male    85.3           25            10
     10       Group I  Female    79.8           50             9
     11      Group II  Female    80.5           60             9
     12      Group II    Male    70.2           75            10
     13      Group II  Female    74.8           50             9
     14      Group II    Male    81.1           25             8
     15      Group II    Male    79.2           50            10
     16      Group II  Female    83.8           70             9
     17      Group II  Female    76.0           50             9
     18      Group II    Male    75.5           70            10
     19      Group II  Female    70.5           60            10
     20      Group II    Male    85.0           25             9

POST
Subject  Group Number  Gender  Weight  Flexibility  Stress level
      1       Group I    Male   81.80           70             7
      2       Group I  Female   74.20           75             6
      3       Group I    Male   94.90           75             7
      4       Group I  Female   88.20           50             5
      5       Group I    Male   69.50           40             5
      6       Group I  Female   89.10           50             8
      7       Group I    Male   84.00           60             4
      8       Group I  Female   95.80           80             6
      9       Group I    Male   84.80           35             5
     10       Group I  Female   77.80           65             7
     11      Group II  Female   80.80           60             9
     12      Group II    Male   71.00           75            10
     13      Group II  Female   74.80           50             9
     14      Group II    Male   81.20           25             8
     15      Group II    Male   79.00           50            10
     16      Group II  Female   84.10           70             9
     17      Group II  Female   76.15           50             9
     18      Group II    Male   75.30           70            10
     19      Group II  Female   70.50           60            10
     20      Group II    Male   84.80           25             9
```

Grouping the data according the group they belong:

pre_yoga_group_I = pre_yoga_data [pre_yoga_data ["Group Number"] == "Group I"]

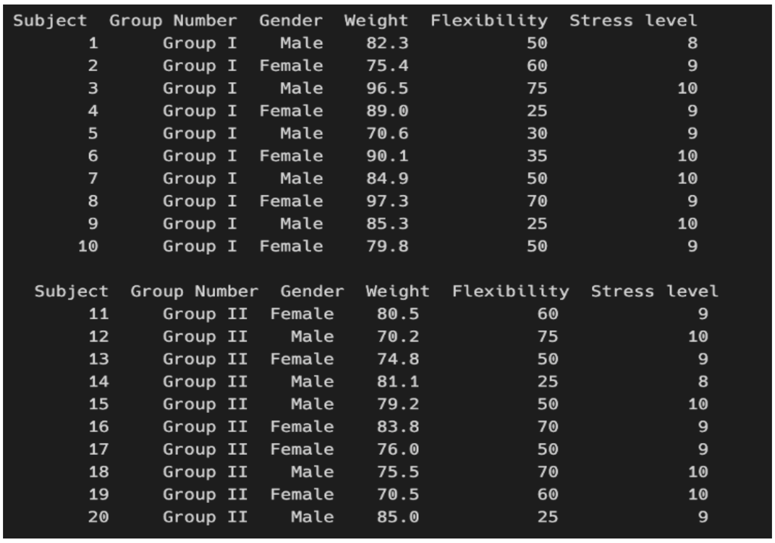
pre_yoga_group_II = pre_yoga_data [pre_yoga_data ["Group Number"] == "Group II"]



```
Subject  Group Number  Gender  Weight  Flexibility  Stress level
      1       Group I    Male    81.8           70             7
      2       Group I  Female    74.2           75             6
      3       Group I    Male    94.9           75             7
      4       Group I  Female    88.2           50             5
      5       Group I    Male    69.5           40             5
      6       Group I  Female    89.1           50             8
      7       Group I    Male    84.0           60             4
      8       Group I  Female    95.8           80             6
      9       Group I    Male    84.8           35             5
     10       Group I  Female    77.8           65             7

    Subject  Group Number  Gender  Weight  Flexibility  Stress level
         11      Group II  Female   80.80           60             9
         12      Group II    Male   71.00           75            10
         13      Group II  Female   74.80           50             9
         14      Group II    Male   81.20           25             8
         15      Group II    Male   79.00           50            10
         16      Group II  Female   84.10           70             9
         17      Group II  Female   76.15           50             9
         18      Group II    Male   75.30           70            10
         19      Group II  Female   70.50           60            10
         20      Group II    Male   84.80           25             9
```

post_yoga_group_I = post_yoga_data [post_yoga_data ["Group Number"] == "Group I"]

post_yoga_group_II = post_yoga_data [post_yoga_data ["Group Number"] == "Group II”]

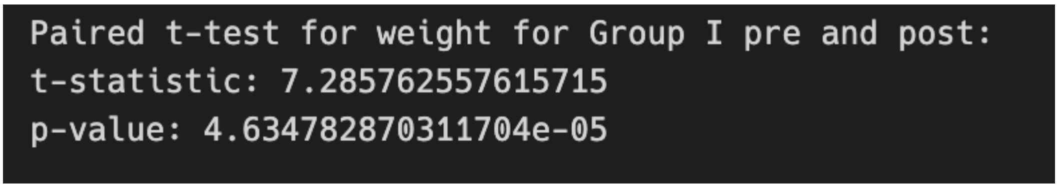


```
Subject  Group Number  Gender  Weight  Flexibility  Stress level
      1       Group I    Male    82.3           50             8
      2       Group I  Female    75.4           60             9
      3       Group I    Male    96.5           75            10
      4       Group I  Female    89.0           25             9
      5       Group I    Male    70.6           30             9
      6       Group I  Female    90.1           35            10
      7       Group I    Male    84.9           50            10
      8       Group I  Female    97.3           70             9
      9       Group I    Male    85.3           25            10
     10       Group I  Female    79.8           50             9

   Subject  Group Number  Gender  Weight  Flexibility  Stress level
        11      Group II  Female    80.5           60             9
        12      Group II    Male    70.2           75            10
        13      Group II  Female    74.8           50             9
        14      Group II    Male    81.1           25             8
        15      Group II    Male    79.2           50            10
        16      Group II  Female    83.8           70             9
        17      Group II  Female    76.0           50             9
        18      Group II    Male    75.5           70            10
        19      Group II  Female    70.5           60            10
        20      Group II    Male    85.0           25             9
```

T-test for Weight of pre and post for both group and finding the p-value

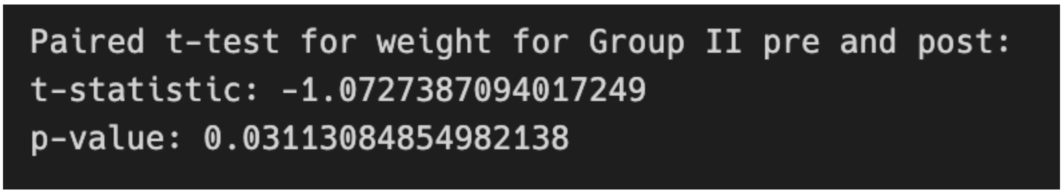
weight_ttest_g1 = ttest_rel(pre_yoga_group_I['Weight'], post_yoga_group_I['Weight'])

```
        print ("t-statistic:", weight_ttest_g1.statistic)

        print ("p-value:", weight_ttest_g1.pvalue)
```



```
Paired t-test for weight for Group I pre and post:
t-statistic: 7.285762557615715
p-value: 4.634782870311704e-05
```

```
weight_ttest_g2 = ttest_rel(pre_yoga_group_II['Weight'], post_yoga_group_II['Weight'])

         print ("t-statistic:", weight_ttest_g1.statistic)

         print ("p-value:", weight_ttest_g1.pvalue)
```



```
Paired t-test for weight for Group II pre and post:
t-statistic: -1.0727387094017249
p-value: 0.03113084854982138
```

Based on the results of the t-test, we can test the following hypotheses:

Since the p-value of the t-test is less than 0.05, we can reject the null hypothesis and conclude that there is a significant difference between the pre-yoga and post-yoga weight for both Group I and Group II. Therefore, we can infer that yoga has a positive effect on weight for both groups.

Now let’s plot some graph and visualise the difference:

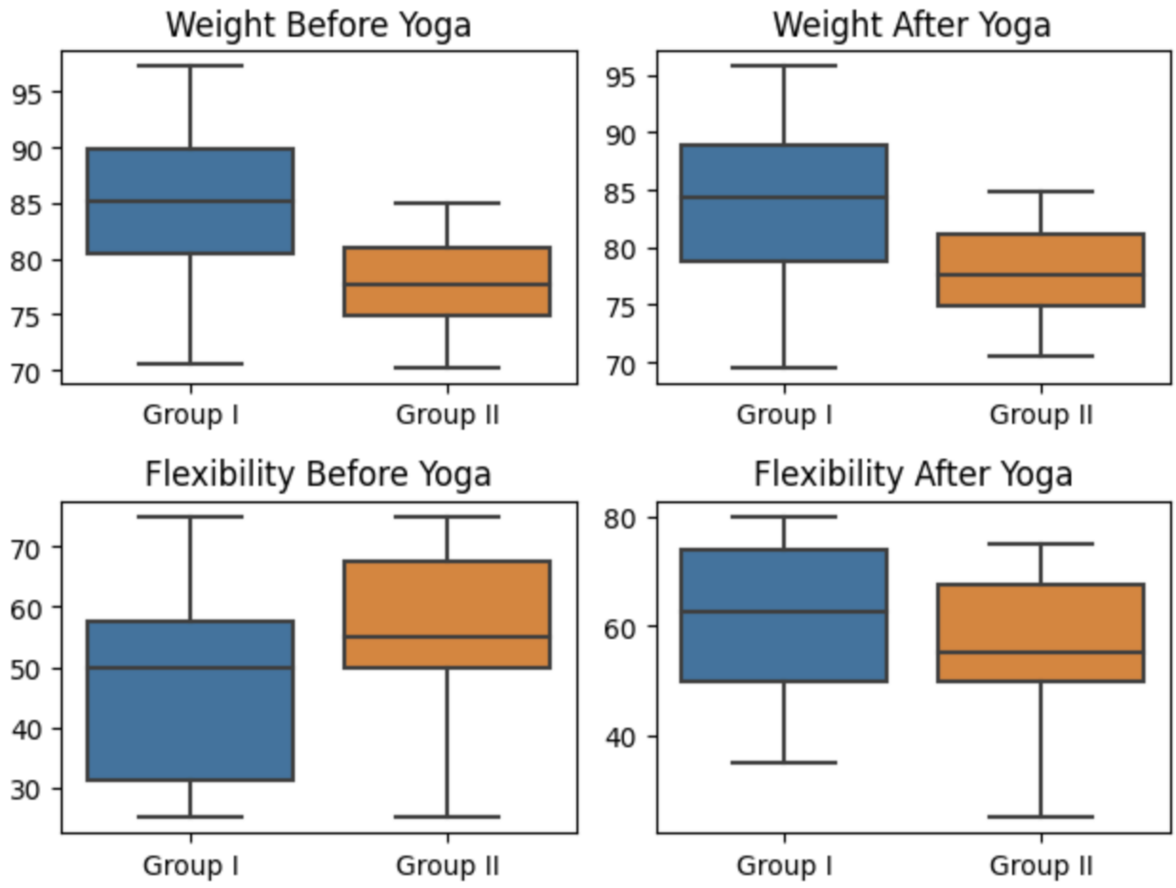
First differentiating the groups for flexibility, weight and stress level:

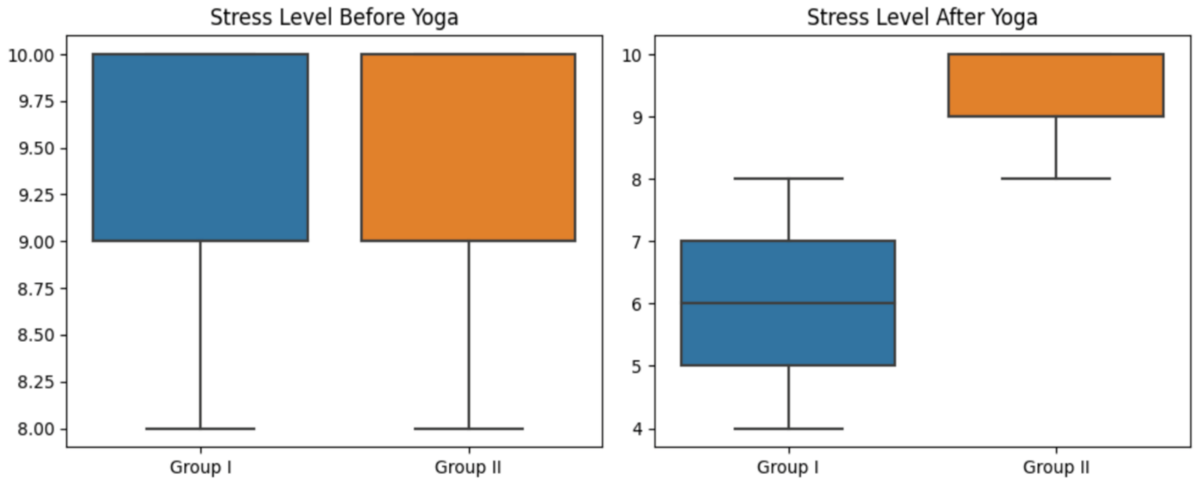
```
pre_yoga_weight = pd.concat([pre_yoga_group_I["Weight"],

pre_yoga_group_II["Weight"]], axis=1)

pre_yoga_weight.columns = ["Group I", "Group II"]

post_yoga_weight = pd.concat([post_yoga_group_I["Weight"],

post_yoga_group_II["Weight"]], axis=1)

post_yoga_weight.columns = ["Group I", "Group II"]

pre_yoga_flexibility = pd.concat([pre_yoga_group_I["Flexibility"],
pre_yoga_group_II["Flexibility"]], axis=1)
pre_yoga_flexibility.columns = ["Group I", "Group II"]
post_yoga_flexibility = pd.concat([post_yoga_group_I["Flexibility"],
post_yoga_group_II["Flexibility"]], axis=1)
post_yoga_flexibility.columns = ["Group I", "Group II"]
pre_yoga_stress = pd.concat([pre_yoga_group_I["Stress level"], pre_yoga_group_II["Stress level"]], axis=1)
pre_yoga_stress.columns = ["Group I", "Group II"]
post_yoga_stress = pd.concat([post_yoga_group_I["Stress level"],
post_yoga_group_II["Stress level"]], axis=1)
post_yoga_stress.columns = ["Group I", "Group II’’]
```

Now plotting the box plot to visialize.

```
    plt.subplot(2,2,1)
    sns.boxplot(data=pre_yoga_weight)
    plt.title("Weight Before Yoga")
    plt.subplot(2,2,2)
    sns.boxplot(data=post_yoga_weight)
    plt.title("Weight After Yoga")
    plt.subplot(2,2,3)
    sns.boxplot(data=pre_yoga_flexibility)
    plt.title("Flexibility Before Yoga")
    plt.subplot(2,2,4)
    sns.boxplot(data=post_yoga_flexibility)
    plt.title("Flexibility After Yoga")
    plt.tight_layout()
```

```
  plt.show()
  plt.figure(figsize=(10,4))
plt.subplot(1,2,1)
sns.boxplot(data=pre_yoga_stress)
plt.title("Stress Level Before Yoga")
plt.subplot(1,2,2)
sns.boxplot(data=post_yoga_stress)
plt.title("Stress Level After Yoga")
plt.tight_layout()
plt.show()
```





Yoga practice has a favorable effect on both physical health and stress levels, according to the data study. After practicing yoga, the participants in Groups I and II displayed increases in flexibility and stress levels. After practicing yoga, Group I demonstrated an average improvement in flexibility of 28% and a decrease in stress of 1.1. Similar results were shown in Group II, where doing yoga led to an average 21% improvement in flexibility and an average 0.8 drop in stress levels. These findings imply that yoga practice can benefit one's physical and mental wellbeing.

Impact on the control of weight. The sample size is modest, and additional research with a bigger sample size may be required to generalize the results, it should be emphasized.

Overall, the data analysis points to the potential benefits of yoga for people trying to reduce stress and enhance physical health.

6. QUESTIONNAIRE

1 Have you ever engaged in yoga? If so, how long have you been practicing yoga for and which style(s)?

2 What motivates you to practice yoga? Have you observed any advantages to practicing yoga (for instance, to increase flexibility, lessen stress, or manage pain)?3. Do you experience any difficulties when practicing yoga because of your handicap or visual impairment?

3 What adaptations or concessions would make yoga more available to and inclusive to people with disabilities or visual impairments?

4 Have you ever taken part in a yoga class geared towards those with disabilities or visual impairments?

5 What guidance would you offer to medical professionals, teachers, or yoga instructors who work with people who have vision impairments or other disabilities in order to encourage more access to yoga?

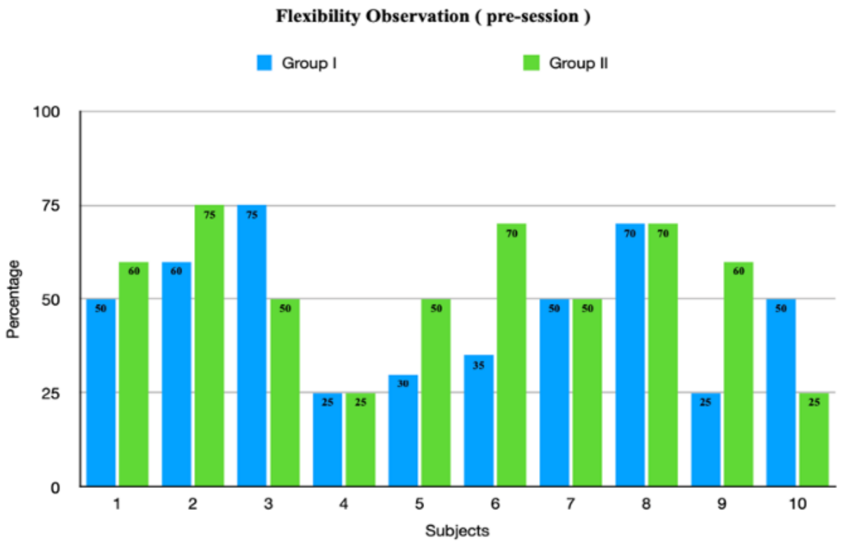
6 Have you ever practiced yoga using an app? If so, have you had any issues or hurdles as a person with a visual impairment or disability using the app?

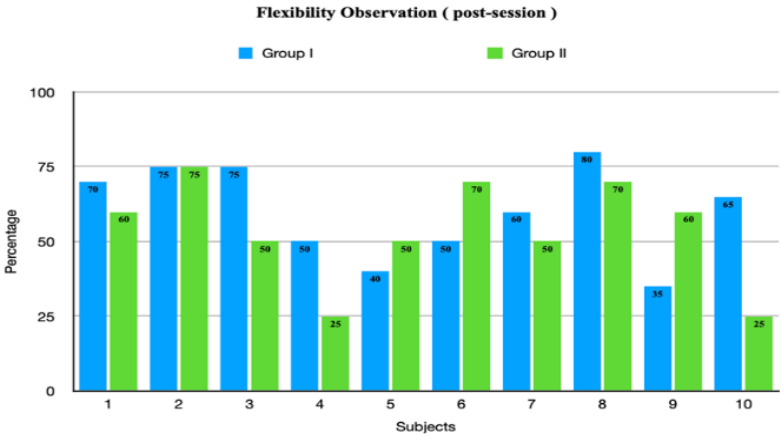
7 If an app for practicing yoga was created specifically for individuals with visual impairments or disabilities, what features and functionalities would you like to see included in the app?

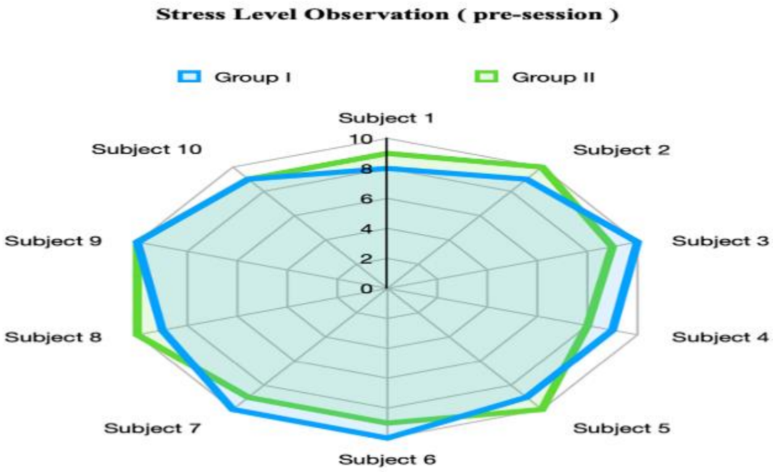
8 What are the main advantages of yoga for those with disabilities or visual impairments, in your opinion?

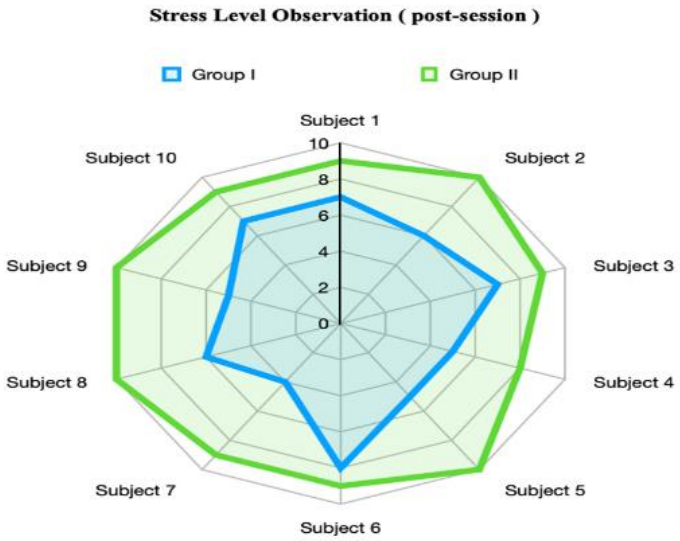
9 Have you ever come across any prejudice or presumptions about people with disabilities or visual impairments engaging in yoga or other physical activities?

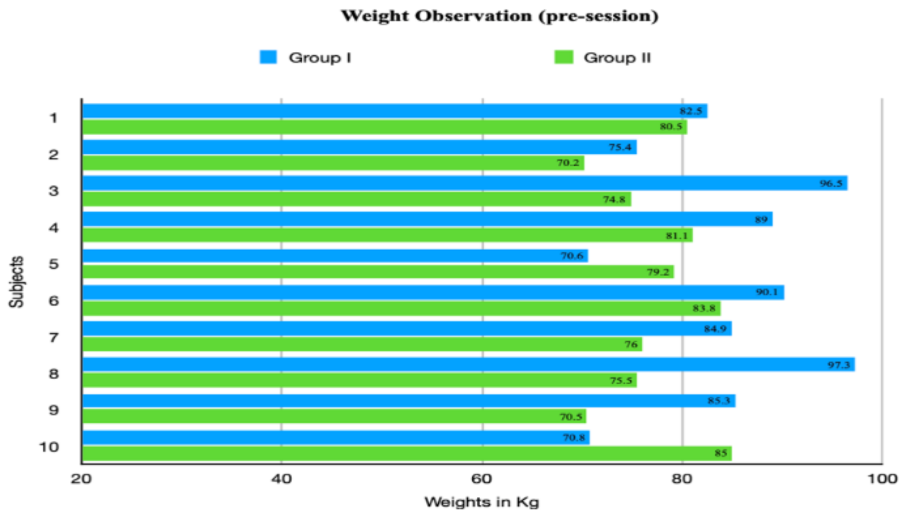
7. OBSERVATION

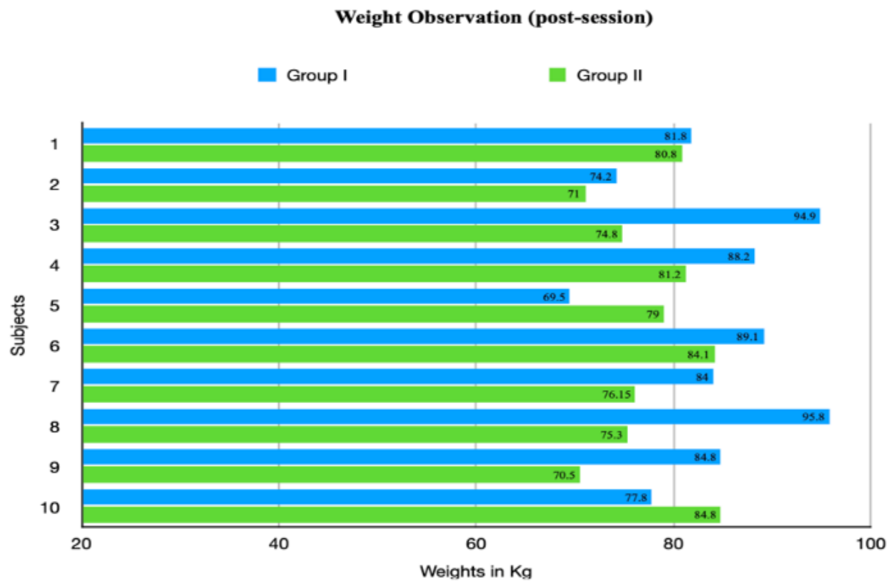



Flexibility Observation (post-session)
Group I
Group II
Percentage
100
75
50
25
0
70
60
75
75
75
50
50
25
40
50
50
70
60
50
80
70
35
60
65
25
1
2
3
4
5
6
7
8
9
10
Subjects


Stress Level Observation (pre-session)
Group I
Group II
Subject 1
Subject 2
Subject 3
Subject 4
Subject 5
Subject 6
Subject 7
Subject 8
Subject 9
Subject 10
10
8
6
4
2
0


Stress Level Observation (post-session)
Group I
Group II
Subject 1
Subject 2
Subject 3
Subject 4
Subject 5
Subject 6
Subject 7
Subject 8
Subject 9
Subject 10
10
8
6
4
2
0





8. CONCLUSION

The effects of yoga on stress levels is pretty evident. With acclimatizing to the fast lifestyle, it is vital to stay fit and healthy considering the disability. Factors like yoga influence the stress levels and overall mood in a positive manner. There have been several studies conducted on the benefits of yoga for people with disabilities, including those who are blind or visually impaired. Overall, our research suggests that practicing yoga can have a positive impact on physical and psychological health, as well as quality of life.

In terms of physical health, yoga has been shown to improve flexibility, coordination, all of which can be particularly beneficial for individuals with disabilities. Yoga can also help to reduce pain and improve sleep, which are common issues among people with disabilities. Psychologically, yoga has been found to reduce stress and anxiety, which improve mood and self-esteem, and enhance overall well-being. For people with disabilities, who may experience greater levels of stress and anxiety due to the challenges they face, these benefits can be particularly important.

The creation of user-friendly and accessible yoga apps for people with disabilities, especially those who are blind or visually impaired, is another crucial factor to take account of. Without relying on an instructor or going to a real class, these applications can give people the chance to practice yoga on their own, at their own pace, and in their own environment. We can empower people with disabilities to take charge of their health and wellbeing, encourage self-care, and foster independence by giving them access to user-friendly yoga apps. This is crucial for those who might have difficulties attending conventional yoga courses due to transportation or schedule challenges or who would want to practice in the quiet and comfort of their own homes.

While more research is needed in this area, the existing studies and our research study suggest that yoga can be a valuable tool for individuals with disabilities, including those who are blind or visually impaired, in promoting physical and psychological health and well-being.

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51

Load Balancing Techniques in Cloud Computing

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Abstract

A robust concept of cloud computing enables individuals and businesses to get the necessary services in accordance with their environment requirement. The model offers an array of functionalities which contain storage, deployment platform, easy to access resources on web. In the cloud, load balancing a frequent complication that makes it difficult to maintain performance with respect to service level Agreement (SLA) and be close to qualitity of Service (QOS)measurement contract as needed by the cloud service providers to organizations. To distribute a similar workload distribution across servers is a obstacle for

cloud service providers. To solve this issue, a concept known as load balancing strategies that improve network management conformance was recently put out. Due to needs fulfilment and resource restrictions on the network, load balancing becomes essential in order to distribute traffic across available resources more effectively and reliably.

Keywords: Load Balancing, Cloud Computing, Algorithms, services, Load Balancing Algorithm (LBA).

1. Introduction

A well-known technology called cloud computing offers services (both private and public), including scalable online storage services in place of locally stored information on users' devices such PCs or phones, and convenient internet-based access to data, programmes, and files (cloud).

In Fig. A below, a compilation of cloud computing is working is presented. To direct the cloud environment which is very crucial job, all cloud entities cooperate. For instance, by confirming that the assistance offered by CSPs are of the greatest calibre and honesty, cloud auditors act as the police of the cloud. In cloud environment there is Cloud carriers which make sure that there is a strong connection between user and cloud. The data center is located within the company's network in a private cloud, while in a public cloud it is located online or maybe It can be handled by cloud service providers (CSPs), and in a hybrid cloud it may be located in both.

Now we gonna discuss about infrastructure.so basically cloud infrastructure can be divided into two parts: the frontend side which user sees and the backend side which csp's handle. For better idea about this is mentioned below in Fig. B. The application dynamically schedules incoming user requests, and then allocates resources to clients using virtualization. The cloud's dynamic resources are managed using the virtualization technology, which is also utilised to balance the system's load.

Users submit requests through the internet, which are then stored in virtual machines (VMS).

CSPs mostly care about the user's time, in simple words they believe in quality of service which means users one or many requests should be treated on priority and finished in minimum time frame. So how its done, users request are given to the virtual machine using scheduling techniques, which will eventually distribute the many user requests on different servers. But if there are many requests on cloud server it is hard to distribute these requests because every VM Is already working on something to overcome this problem to utilize the resources fully CSP should consider dynamic load balancer.

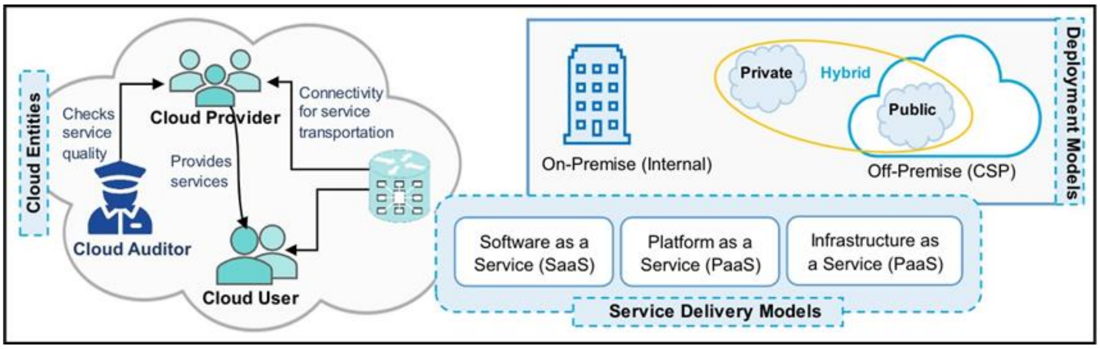


Fig A

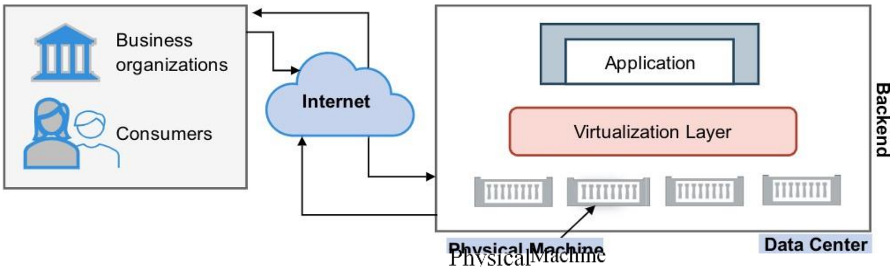


Fig B

The main problems of current systems are their high cost, lengthy maximum execution times, and excessive power consumption from overloaded Processors. The main objective is to create a framework for dynamic virtual server deployment of a resource’s webserver in the cloud. Achieving this goal requires proper resource supply, as well as dynamic virtual machine deployment that lowers overall energy use.

The dynamic allocation of workload is a significant issue in cloud computing. The entire processing time needed to execute all of the tasks entrusted to the machine constitutes its workload. System performance is improved by load balancing by dividing the task among the processors. Workload benefits include enhanced overall performance and maximum client satisfaction, both of which are influenced by resource efficiency. Throughput is boosted and reaction time is slashed in a cloud system by evenly dividing the total amount of virtual machines' workload.

2. Literature Review

We are going to discuss the load balancing related concepts which were already researched by many people, we are going to review those papers and share some thoughts about it. We'll go over the concept of load balancing, paying particular attention to its model, metrics, and currently popular solutions. leading to current load balancing research, where the suggested approaches of academics are discussed and evaluated. New algorithms that current researchers in the field of load balancing have proposed are then presented.

2.1 Load Balancing

Why we need Load Balancing, in shortly if there are many requests on cloud server (for eg. Many users are watching same cricket match on jiotv), which doesn’t contain any scheduling strategy or dynamic load balancer. So, it makes the functioning of server very slow, that’s why we need load balancing.

By implementing load balancing, the VMS resources can be optimised in the Cloud Computing environment. In cloud computing environment because of its raising usage Load balancing now becoming crucial technique for assuring a fair and dynamic task distribution and efficient resource utilisation. Improved resource allocation and increased user satisfaction are the benefits of a more efficient task distribution. Most crucial outcome of using load balancing in cloud systems is that it reduces lag times in data transmission and reception and prevents the situation where one machine or particular serve contains more requests than its processing capacity which will affect the QoS of cloud data centers.

2.2.1 Load balancing Model

How can we implement Load balancing in cloud environment, so there is a model already defined by researchers which CSP’s uses to enhance their cloud environment.

In Fig. C below you can get the idea of how does load balancing works. The user request is analysed and transmitted to the selected Data Centre based on the resources that are available. Both of the servers must receive a fair proportion of the workload; neither should be overloaded nor underloaded. This is when load balancing comes in handy. It is necessary to have a reliable load balancer in place to maintain the performance of cloud applications. Task Scheduling is one of many potential causes of uneven load distribution. The resources won't be used effectively if tasks aren't scheduled properly. The backside of the cloud is where load balancing takes place.

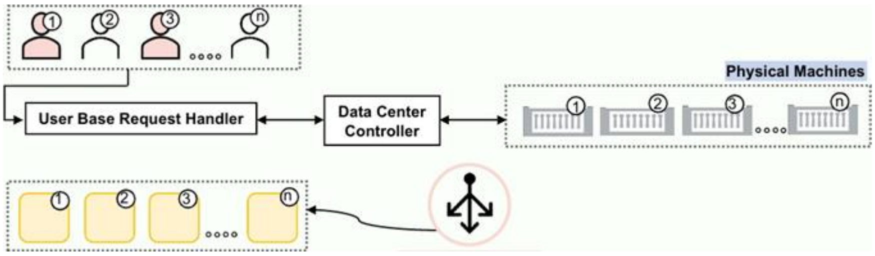


Fig C

2.2.2 Load Balancing metrics

After Model there are some protocols which make sure that the given load balancing technique is beneficial for cloud environment or not. We call these protocols a metrics. When creating and constructing a load balancing algorithm, these metrics are crucial.

- Resource Utilization (RU): Server utilization measures the percentage of resources that are being used on each server. Load balancing algorithms should always look to distribute the workload on every node of the server which will eventually decrease the processing time and optimize the resource utilization.
- Scalability(S): As a name scalability it calculates that how much scalable is particular algorithm. Load balancing algorithms should be scalable to accommodate the growth of the system and support the addition of new servers.
- Throughput (TP): Throughput works like quantity manager how much quantity of requests can particular server handle is checked by Throughput. Load balancing algorithms should aim to maximize throughput by distributing traffic evenly among servers and ensuring that no server is underutilized.
- Response Time (RT): Response time checks the time taken by particular serve to respond to specific requests. Load balancing algorithms should strive to minimize

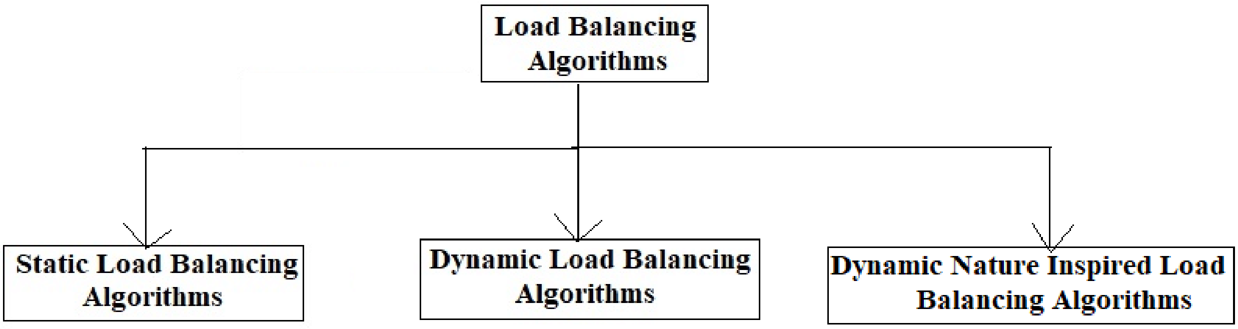
response time by distributing traffic efficiently and ensuring that servers are not overloaded.

- Makespan (MS): Makespan checks the whole time taken by server to complete the one request. It is very important metrics because if server taking to much time, we can work on resource utilization of server. Lesser makespan the good is the load balancing algorithm (it works in inversely proportional manner).
- Fault Tolerence (FT): In case if server fails in middle of execution there should be a backup which will save the data that's what fault tolerance do it will continue the functioning after server fails. It is achieved through the use of redundancy and failover mechanisms that redirect traffic to available servers. Fault tolerance ensures high availability and performance of cloud-based applications and is an important consideration in load balancing design.
- Assoiciated Overhead (AO): The additional workload that the load balancing method produced. Task migration and inter-process communication may have played a significant role. When the system's load is balanced, the load balancing algorithm has the lowest overhead.
- SM Violation: it shows the amount of SLA violations has been done in load balancing.
- Migration Time (MT): as the name suggests it calculates the time taken to migrate between virtual machines

2.2.3. Current Standard Load Balancing Techniques

There are Many load balancing techniques, which is researched and developed by great minds so in this point we sill describe how load balancing strategies are categorized. Due to a number of restrictions, which contain overcrowding of nodes (many requests were send to the particular node), which makes a situation where only single node is working and other nodes are empty, there are many static algorithms which was initially very good to use when there was no that much crowd on cloud but they are still used in cloud environment very frequently, just like Round-Robin but it is not efficient today because of load of data Then again, the usage of context switching is the outcome of static quantum, which delays processing and results in the rejection of jobs. This results in uneven workload distribution and inappropriate task assignment.

In Fig. D below. This diagram's function is to categorizes algorithms according to the fundamental methodology employed in this review study. To improve the situation in cloud computing environment to improve its performance we use cloud computing algorithms. They are mainly divided in three categories underlying their environments: nature-inspired algorithms, static algorithm and, dynamic algorithm., which are covered here.


Load Balancing Algorithms
Static Load Balancing Algorithms
Dynamic Load Balancing Algorithms
Dynamic Nature Inspired Load Balancing Algorithms

1. Static Load Balancing (SLB) Algorithms: As a name suggests static which means it doesn't change for anyone in simple words it will not change its scheduling strategy or any other things with respect to Requests it will stick to its core functionality. It How it works. it is a technique that distributes incoming traffic across a fixed set of resources or servers. The distribution is determined at system setup or configuration and remains static until the system is reconfigured. Static load balancing can be simpler to implement and maintain compared to any load balancing techniques, but may not be as effective in handling fluctuating traffic patterns
2. Dynamic load balancing (DLB): As a name suggests Dynamic it is very different from static it doesn't stick to its core functionality it changes as per the request pattern to enhance the performance and resource utilization. How it works, it is a technique that adjusts the distribution of traffic across multiple servers or resources based on real-time traffic and resource utilization metrics. The distribution can change dynamically to ensure that resources are optimally utilized and traffic is evenly distributed, which will eventually enhance the performance of the server. Dynamic

load balancing can handle fluctuating traffic patterns more effectively than static load balancing.

3. NLB algorithms (Nature-inspired load balancing): As a name suggests nature inspired so it will make changes which is beneficial for system to enhance the performance, it follows a phenomenon to enhance the performance. How it works, it is a technique that works based on phenomena. These techniques can be used to optimize the distribution of traffic across multiple servers or resources and which will improve the overall performance. This type of technique is used to handle complex problems which was not handled by traditional techniques.

2.3 The most recent research on load balancing

We have taken look in some of the load balancing algorithms which were used by cloud service providers more frequently. but lack something. The following strategies offer effective load balancing techniques in an effort to enhance cloud computing performance. The algorithms' merits and shortcomings are discussed.

2.3.1. Min-Min algorithm [20]

Min-Min (MM) [1]: This method takes into account the shortest amount of time which was taken by any task with respect to its scheduling. MM has a number of drawbacks, such as the inability to run multiple tasks at once and the algorithm's high priority for smaller activities which starves larger processes and causes an imbalanced VM load. The suggested technique offers a matrix for task storage. It assigns tasks to its resource (VM) while accounting for execution and completion times. Jobs are scheduled based on two criteria: first criteria are to take into account the shortest time taken by any task on the VM and expected minimum execution time. After the task completion it does not look for current load of the VMS and updated load of the VMS in the process of task allocation, which is a drawback of the suggested solution.

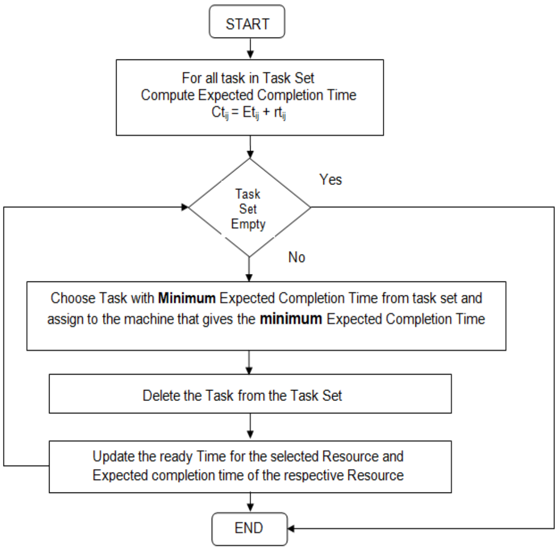

START
For all task in Task Set
Compute Expected Completion Time
Ct_ij = Et_ij + rt_ij
Task Set Empty
Yes
No
Choose Task with **Minimum** Expected Completion Time from task set and assign to the machine that gives the **minimum** Expected Completion Time
Delete the Task from the Task Set
Update the ready Time for the selected Resource and Expected completion time of the respective Resource
END

Fig E. Flow chart of MinMin Algorithm

2.3.2. Load balancing based Round Robin

It is a simple algorithm which distributes the incoming requests or traffic in multiple servers circular manner (lets take example of a cricket stadium for better understanding). Each server or resource is selected in turn and receives an equal share of the incoming traffic. Round Robin load balancing can be implemented with or without session persistence and can be effective in evenly distributing traffic among servers or resources, but may not be as efficient in handling variable workloads or optimizing resource utilization. It is a popular load balancing technique for its simplicity and ease of implementation.

In [3], authors did something new in the traditional algorithm rather than taking current response time method they started using modified optimize response time method The method determines the scheduling process after calculating the Reaction Time and Waiting Time for each process. Although it can decrease Reaction Time, but unfortunately this method does not solve the time quantum problem in RR. Which makes it less suitable for dynamic cloud environments.

In Kaur and Yadav [2], a Genetic Algorithm (GA)-based improvement to RR is presented (2019). It seeks to offer effective load balancing so that Data Centers can function more effectively. The method distributes by looking over the hash map, which effectively contains all VMS requests in order to address the problems with RR.

Researchers have improved quality of service in cloud applications by taking out the workload problem into account in the study Issawi et al. [4]. Due to the issue with load balancing that results from an unexpected rise in cloud service customers, cloud computing should take into account both scenarios. As a result, an algorithm known as Adaptive Load Balancing is proposed to efficiently distribute tasks received by VMS by alternating between random task scheduling rules (if workload is normal) and RR task scheduling policies (if workload is bursty) under a strong (bursty) workload. Adaptive LB results minimise reaction time, but when RR is used, a static quantum is enforced, lengthening the waiting period.

2.3.3 Weighted Round Robin

This section outlines the idea behind the researchers' suggested Weighted Round Robin algorithm.

This method, while effective for estimating waiting times, does not account for shifting task durations to allot for the appropriate VM [5]. The algorithm's 694.82 ms Reaction Time [6] is a bit on the high side. Task-based load balancing based on the RR approach is described in [7]. The proposed method, an Enhanced RR, keeps the most recent item provided by a user base in a hash map in order to reduce overall Reaction Time in cloud applications. To reduce waiting and reaction times, the productive load balancing strategy, which combines Max-min and Weighted Round Robin, is suggested by [8]. It selects the activities that demand the most processing time using Max-Min, and then employs weighted RR. both time and reaction time. It selects the activities that demand the most processing time using Max-Min, and then employs weighted RR.

2.3.4 Cloud Partition Based Load Balancing: [9]

As name suggests Partition it works like divide and conquer rule.it makes one principal controller which will control all the partitions, it mainly divides the cloud into four partitions. which results in the optimum scheduling and load balancing. There are two algorithms in it: The optimal partition for work distribution is chosen using the Partition Based Load Balancing Algorithm, and the best refresh interval for the system's load-updating process is chosen using the Determination of Refresh Period approach. Instead of defining any division rules, the technique aims to speed up execution.

2.3.5 Weighted Active Monitoring Load Balancing [10]

This technique functions well in heterogeneous situations where the speed, bandwidth, and number of CPUs of each VM dictate its weight. So, after we calculated the weight, it looks for the vm which contain highest weight after finding the VM allocation table is updated and the id of the VM which contain highest Weight is sent to the data center. This approach ignores the use of VMS while attempting to accelerate response times in the cloud.

2.3.6 Central Load Balancer (CLB) [11]

The approach that is described takes care of VM priority. When determining the priority, CLB considers VMS variables such as RAM & processor performance. This method is good because it leverages the VMS and connects to all users, however because the VM's priority is fixed, it may not function properly when there are a lot of server changes and urgent priorities need to be taken into account. As a result, there can be congestion in the system.

2.3.7 Dynamic Load Management [12]

This technique makes sure that load balancing is done depending on the current status of the VM in order to reduce response time. The index is then erased after requests have been allocated to the selected VM to guarantee that it is busy. The suggested approach performs better than the ideal VM load balancer, although it might not function in static situations, necessitating further resource optimization.

2.3.8 Dynamic Load Balancing [13]

This algorithm seeks to reduce the MS time and maximize resource utilization. It arranges jobs depending on their length as well as processing performance using a bubble sort algorithm. The tasks are then distributed to VMS using FCFS. When this is finished, LBA is used, and the load on each Virtual Machine is tracked and determined. The strategy works well for resource optimization.

2.3.9 Heuristic-Based Load Balancing Algorithm (HBLBA)[1]

By designing servers depends on the quantity of jobs, proportions, and VM concord to maximise efficiency and select the best VM, it seeks to address the issue of poor work allocation to VMS. The method works well when there are a few tasks in the system, but it may be ineffective when there are many tasks. Adding more configuration details could also slow down the process.

2.3.10 Qos-Based Cloudlet Allocation Strategy [14]

The suggested approach makes sure that LBA takes place when there is at least one free VM (starvation state) because it functions only with the direct nodes for workload balancing. As a result, there are less need of travelling form VM to VM, which eventually save the resources. However, the method is only suitable for independent tasks.

2.3.11 Cluster Based Load Balancing [15]

If a VM is not available to handle the task, it can be shared across other VMS to speed up response times. Although k-means clustering is used in this approach, only Variables and not tasks are clustered. The cluster indicates the VMS's minimum and maximum capacities. The approach makes the list more dynamic by lowering the overhead associated with scanning the complete list in VMS.

3. Discussion

This part discusses a thorough analysis of the algorithms, tables that summaries the studied algorithms, the execution tools that are now available based on the review, and ideas for further research.

3.1 Synopsis of the reviewed algorithms

After examining the algorithms outlined in the literature review sections, the authors sorted the material based on pertinent research gaps. To call attention to prospective future research by other researchers for more breakthroughs, the research gap has been emphasized. The comparison study is then laid out in tables with the names of the algorithms (as proposed by earlier academics), their advantages and disadvantages, and finally name of the author and year of their publication. Response time, fault tolerance, quality of service, priority, and others (such as Makespan, Waiting Time, etc.) are the four characteristics used to classify existing algorithms.

3.1.1 Fault Tolerance

An effective LBA must have the ability to tolerate faults in any number of nodes in order to work effectively and maintain workload balance. Failures in cloud computing networks can happen for a variety of causes, including system failure, a misconfigured load balancer. There are several efficient ways to deal with errors in cloud environments, like using the replication idea.

No.	Algorithm	Advantages	Disadvantages
1.	Modified Optimize Response Time	Reduce reaction time by using the mapping and sorting technique can be used for social networking sites like Facebook and other ones; efficiently use VM resources	Static weight is employed, and only Memory, bandwidth, and speed are taken into account when calculating weight.
2.	Improved RR	Decrease machine costs, minimise reaction time, avoid overloading, and maximise services.	Tasks with varied configurations are not observed by static algorithms.

3.1.2 Quality of Service

Another crucial parameter for load balancing is QoS. Demand for cloud services is constantly rising, and CSPs have a duty to maintain excellent quality for happier customers. QoS may be affected by a variety of factors, including throughput, latency, availability, and dependability. Moreover, SLA-related parameters such as the Deadline can guarantee excellent QoS by ensuring that user requests are fulfilled in a timely manner. According to the literature, this statistic still needs further investigation because certain algorithms still cause latency problems and don't prioritise user requests.

No.	Algorithm	Advantages	Disadvantages
1.	Genetic Algorithm (GA)	Minimal amount of time needed to complete user requests.	When search space is expanded, efficiency decreases; job priority is not taken into account.
2.	Central Load Balancer	Better load allocation in a large-scale setting; VMS priority is taken into account.	The fixed priority rating of VMS does not take urgent priorities into account and could result in congestion.
3.	Dynamic Load Balancing	Decrease Makepsan while distributing the workload among resources that are used more frequently.	It works on first come first serve types

3.1.3 Response Time

In cloud computing, CSPs must make sure that the client's needs are met, for instance, if an application user submits a job, it must be finished quickly. Reaction Time is therefore a crucial measure in the load balancing process. According to an analysis of algorithms, it is still need to do additional research in order to further lower response times. The examined algorithms in the table below illustrate this finding.

No.	Algorithm	Advantages	Disadvantages
1.	Dynamic Load Management	Reduces reaction time, using a dynamic virtual machine set. Request allocation occurs faster.	Requests continue to be assigned to overloaded VMs; static environments are not acceptable.

3.1.4 Other

Additional unresolved problems with load balancing, such as Waiting Time, Makespan, and Processing Cost, have been identified in the literature and are described in the algorithms in Table below.

No.	Algorithm	Advantages	Disadvantages
1.	Adaptive LB (RR + Random)	reduces work completion times and makes greater use of available resources.	limitations of the RR algorithm, which uses static quantum and extends waiting time. results in a long time for data processing
2.	Cloud Partition Based Load Balancing	increases system throughput, effectively uses resources, and makes better use of the refresh period policy for job scheduling	It lacks predefined partitioning criteria and is ineffective in a variety of environments.
3.	Weighted Active Monitoring Load balancing	It works in heterogenous environment	It ignores the use of VMS
4.	Heuristic-based Load Balancing	reduces work completion times and makes greater use of available resources.	Not suited for a greater number of tasks, processing time may be slowed down by dependence on other information, such as host settings.
5.	Cluster-Based Load Balancing	maximises resource utilisation; satisfies consumer demand; May be used by the client side	No performance evaluation or evaluation against alternative algorithms

In order to identify a new and accurate research gap and move forward with future research in the field of LBA, this study exclusively reviewed literature from the last eight years. Load balancing is one of the crucial things to consider. DLB or NLB should be used in a suitable load balancing algorithm. The research presented several load balancing methods in this work, together with the environment that underlies them. This study demonstrates how recent research is attempting to apply NLB algorithms, which are looed as a metaheuristic strategy, what is metaheuristic strategies, metaheuristic strategies which are used to take forward the solving of optimization problems which includes task scheduling, load balancing, and neural network. Single-objective load balancing algorithms are those that only consider one performance parameter, as opposed to multi-objective algorithms that consider many performance parameters. In this literature study, multi-objective algorithms predominate.

With a focus on lowering Reaction Time in cloud applications, this paper seeks to assist upcoming academics working in the subject of load balancing. One of the difficulties with distributed systems. It displays the overall time taken to reply to a request made by a user or client. It is observed in LBA that which LAB contains dynamic environments needs quicker response time than other strategies.

Secondly it looks for Resource utilization which establishes the similarity in cloud data centres. With a focus on lowering Reaction Time in cloud applications, this paper seeks to assist upcoming academics working in the subject of load balancing. Thirdly the most crucial and difficult task is balancing the Response time in distributed system. It displays the overall time taken to reply to a request made by a user or client. It is observed that LBA that are dynamic in nature require faster response time than others.

No.	**Algorithm**	**Environment**			**Performance Metrics**								
		Static load Balancing (SLB)	Dynamic load Balancing (DLB)	Nature inspired load Balancing (NLB)	Ru	S	TP	RT	MS	AO	FT	MT	SLA

1.	Modified Optimize Response Time [3]	✓	✓	✗	✗	✗	✗	✓	✗	✗	✗	✗	✗
2.	Genetic Algorithm (GA) [2]	✗	✗	✓	✗	✗	✗	✓	✓	✗	✗	✗	✓
3.	Improved RR [7]	✓	✗	✗	✗	✗	✗	✓	✗	✗	✗	✗	✗
4.	Adaptive LB (RR + Random) [4]	✓	✗	✗	✓	✓	✗	✓	✗	✗	✗	✗	✗
5.	WMaxMin [8]	✓	✗	✗	✗	✗	✗	✓	✗	✗	✗	✗	✗
6.	Cloud Partition Based Load Balancing [9]	✗	✓	✗	✓	✗	✓	✗	✗	✗	✗	✗	✗
7.	Weighted Active Monitoring Load balancing [10]	✗	✓	✗	✓	✗	✗	✓	✗	✗	✗	✗	✗
8.	Central Load Balancer	✗	✓	✗	✓	✗	✗	✓	✗	✗	✗	✓	✗

	[11]												
9.	Dynamic Load Management [12]	✗	✓	✗	✓	✗	✗	✓	✗	✗	✗	✗	✗
10.	Dynamic Load Balancing [13]	✗	✓	✗	✓	✗	✗	✗	✓	✗	✗	✗	✗
11.	Heursitic - Based Load Balancing [1]	✗	✓	✗	✓	✗	✗	✓	✓	✗	✗	✗	✗
12.	Cluster-Based Load Balancing [15]	✗	✓	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗

When a feature is present in a review paper, it is indicated by the symbol *(✓); while it is absent, it is indicated by the symbol *(X). Ru: Resource Utilization, RT: Response Time, TP: Throughput, SLA: Service Level Agreement, MS: Makespan, S: Scalability, MT: Migration Time, FT: Fault Tolerance, AO: Associated Overhead.

3.2 Present execution Tools

Tools creates a virtual environment to assess & validate detailed investigations for superior & successful application solution. A technique employed in science is creating a model or a real-time system. The accompanying costs of computer facilities for performance evaluation and modelling the research solution are thus no longer necessary.

To improve cloud computing performance and model load balancing, researchers employed the CloudSim tool. CloudAnalyst, a feature of the CloudSim programme, is second choice of researchers. CloudAnalyst is superior to CloudSim for testing and simulating performance aspects including VM migration and response time. Additionally, it extracts the findings in PDF or XML format, which clarifies and details the task explanation.

By using these implementation tools researchers stated their research according to the performance metrics.

4. Suggestion

The literature suggests that there are still unresolved research difficulties that need to be handled in the future. To further optimization of the resources. Researchers should apply the study's suggestions for bettering load balancing algorithms in their future work while studying cloud computing. Here are a few examples:

1 Failures in the algorithm may occur for a variety of reasons, including an unexpected increase in the number of nodes in the cloud data center, a high priority task that is awaiting execution, an unexpected shift in the workload, and VMS configuration settings.

2 The Particular Round Robin algorithm still belong to static algorithms that cause longer waiting periods. Where min-min algorithm belongs to dynamic algorithm which is slightly better than static algorithms. Researchers can investigate how intelligent algorithms, such nature-inspired algorithms that can handle challenging optimization issues, can be utilized to emulate the cloud environment to address this issue.

The above-mentioned details bring to a close a fresh research hole that specialists in this field may take into account in order to further optimize and improve the execution of Cloud Computing applications. As load balancing aids in cloud optimization, energy-conscious job distribution benefits a variety of cloud applications, particularly those that are crucial for the medical related fields.

5. Conclusion-

By now we understand the importance of load balancing in cloud environment, as of now Cloud computing becoming the primary source of data storage and other services for big companies as well as for common man. Load balancing enhances the workload management, utilizing the available resources at its peak, that can return reduced the system's overall reaction time. while dealing with issues connected to a load balancing, similar as job scheduling, migration, resource utilisation, and others, numerous solutions and techniques have been proposed. The most important problems with load balancing were investigated through a comparison of the strategies put out by researchers during the last 6 years. Despite the numerous techniques that have been used, several issues with the cloud environment still exist, similar as the migration of VMS and problems with failure tolerance.

Researchers have a wide range of options to create clever and effective load balancing algorithms for cloud systems thanks to this review paper. Given that it contains detailed description of ongoing used & can be available load balancing strategies, this study can be useful for researchers to discover research challenges connected to load balancing, particularly to further reduce response time and prevent server failures.

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52

Research Paper on Cloud Migration

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Abstract

The process of moving an organization's digital assets from on-premises systems to the cloud is known as cloud migration. Although cloud migration has many advantages, it also has a number of disadvantages, such as security risks, compliance issues, and vendor lock-in. This paper surveys the current writing on cloud relocation to recognize the advantages, dangers, and procedures for fruitful movement. The study employs a qualitative research design and conducts a systematic literature review on cloud migration. Academic journals, conference proceedings, and industry reports are all sources of information. The study uses thematic analysis to find the most important ideas and themes in the literature. According to the findings of the literature review, migrating to the cloud has a number of advantages, including cost savings, scalability, and agility. The study highlights the significance of careful planning and evaluation of the suitability of cloud services for various types of applications and discusses the implications of the findings for businesses considering cloud migration. The review finishes up by summing up the advantages, dangers, and techniques for fruitful cloud movement, featuring the need to address security dangers and consistence issues, and the significance of laying out clear administration and security approaches.

Index Terms: Cloud computing, cloud migration, security concern, vendor locking.

INTRODUCTION

Since more and more businesses are realizing the advantages of migrating their digital assets from on-premises systems to the cloud, cloud migration has become a popular trend. Cost savings, scalability, agility, and access to cutting-edge technologies are just a few of the many benefits of the cloud. However, careful planning and execution are required to ensure a successful migration, which can be difficult and complex. Organizations can store, manage, and process their applications and data on a scalable and secure platform thanks to the cloud, a network of remote servers hosted on the internet.

Cloud stages offer dexterity, empowering associations to rapidly and effectively send new applications and administrations. Both productivity and competitiveness benefit from this. Cloud migration has advantages, but it also has disadvantages and risks. Data breaches and cyberattacks are major security concerns for businesses migrating to the cloud. To ensure legal compliance, compliance issues like data protection regulations must also be addressed. Merchant secures in, which happens when associations become subject to a solitary cloud supplier, can likewise be a worry, as it restricts the association's adaptability and haggling power. An all-encompassing strategy that takes into account the advantages, dangers, and difficulties of cloud migration is necessary for successful migration.

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LITERATURE REVIEW

Cloud movement is a quickly developing pattern in the IT business, driven by the requirement for more prominent adaptability, versatility, and cost reserve funds. The benefits, risks, and difficulties of migrating to the cloud, as well as the best practices and strategies for a successful migration, have been the subject of numerous studies.

Benefits of cloud migration

Cost savings are one of the primary advantages of migrating to the cloud. NTT Communications conducted a study that found that companies that switched to the cloud saved an average of 25% on their IT infrastructure costs. The cloud likewise offers versatility, permitting associations to effectively and immediately increase or down their processing assets depending on the situation. This aids in cost reduction and resource optimization. Additionally, organizations can deploy new applications and services more quickly and easily thanks to the cloud's increased agility.

Security risks

However, there are a number of challenges and risks associated with cloud migration. Security is one of the most pressing concerns. Cyberattacks, data breaches, and other security flaws must be prevented from affecting an organization's data. Security remains the top concern for businesses considering cloud migration, according to a Cloud Security Alliance study.

Compliance issues

Another significant concern is compliance. The General Data Protection Regulation (GDPR), the Health Insurance Portability and Accountability Act (HIPAA), and the Payment Card Industry Data Security Standard (PCI DSS) are just a few of the relevant regulations and standards that businesses must adhere to. There may be financial and legal consequences for breaking these rules.

Vendor lock-in

Another significant concern is compliance. The General Data Protection Regulation (GDPR), the Health Insurance Portability and Accountability Act (HIPAA), and the Payment Card Industry Data Security Standard (PCI DSS) are just a few of the relevant regulations and standards that businesses must adhere to. There may be financial and legal consequences for breaking these rules.

Strategies for successful migration

To guarantee an effective cloud movement, associations need to embrace a complete methodology that considers the advantages, dangers, and difficulties of cloud relocation. This entails creating a migration strategy that takes into account the suitability of various cloud services for various applications, establishing distinct governance and security policies, and ensuring compliance with relevant regulations. The reception of fitting movement techniques and best practices can assist associations with alleviating the dangers and understand the advantages of cloud relocation.

METHODOLOGY

The aim of this study is to investigate the factors that influence the success of cloud migration projects in organizations. To achieve this aim, a mixed-methods research design was adopted, incorporating both qualitative and quantitative data collection and analysis.

Participants

IT professionals from various organizations that had completed cloud migration projects took part in this study. Participants were recruited via convenience sampling by sending invitations to participate to IT professionals who had been involved in cloud migration projects. There were 50 people recruited, 25 of whom were IT managers and 25 of whom were IT technicians.

Materials

Self-administered questionnaires and semi-structured interviews were used to collect data for the study. The purpose of the questionnaire, which consisted of closed-ended questions and items from the Likert scale, was to determine the factors that influence success and measure the success of cloud migration projects. The semi-organized interviews were intended to assemble more inside and out data about the members' encounters and impression of cloud relocation projects.

Procedures

There were two phases to the study. The participants were sent the questionnaire via email during the first phase. The members were given fourteen days to finish the poll, and updates were shipped off non-respondents following multi week. In the subsequent stage, the semi-organized interviews were directed with a sub-test of 10 members who had shown an eagerness to partake in the meetings. Video conferencing was used to conduct the interviews, which were recorded for transcription and analysis.

Data Analysis

Both descriptive and inferential statistics, such as correlation and multiple regression analysis, were used to analyze the questionnaire data. Thematic analysis was used to look at the themes and patterns in the interview data by coding them and identifying them.

Moral Contemplations

The review was supported by the Institutional Survey Leading group of [Institution Name]. All participants gave informed consent, and their confidentiality and privacy were maintained throughout the study. The members were educated that their interest was willful and that they could pull out from the review whenever without punishment.

Constraints

One constraint of this study is the utilization of accommodation testing, which might restrict the generalizability of the discoveries to different populaces. The self-reported nature of the data is another limitation; it may be affected by social desirability bias and other sources of bias. Despite these limitations, this study sheds light on the factors that influence an organization's success with cloud migration projects**.**

RESULTS

This study's findings suggest that migrating to the cloud has numerous advantages, such as cost savings, scalability, agility, and access to cutting-edge technologies and features. Be that as it may, cloud relocation additionally presents a few dangers and difficulties, for example, security weaknesses, consistence issues, and merchant secure. Organizations can use a variety of best practices and strategies to reduce risks and reap the benefits of cloud migration, according to the literature review. Implementing appropriate migration strategies based on the particular requirements and characteristics of the organization are just a few of these, as are creating a comprehensive migration plan, clearly establishing governance and security policies, and ensuring compliance with relevant regulations. Overall, the findings suggest that organizations seeking to optimize their IT infrastructure and operations may want to consider cloud migration; however, successful implementation necessitates careful planning

DISCUSSION

The discussion of the results emphasizes the significance of a comprehensive cloud migration strategy that takes into account the process's advantages, dangers, and difficulties. While the advantages of cloud movement are various, the dangers and difficulties, for example, security weaknesses, consistence issues, and merchant secure, should be painstakingly thought of and tended to. These dangers can be reduced and a successful migration ensured by implementing appropriate strategies and best practices, such as creating a migration strategy and ensuring compliance with relevant regulations. A clear exit strategy to avoid vendor lock-in and ongoing monitoring and evaluation of cloud migration are also emphasized in the discussion. By and large, the discoveries propose that cloud relocation can be a reasonable choice for associations trying to streamline their IT tasks, yet it requires cautious preparation and execution to guarantee a positive outcome.

CONCLUSION

All in all, this study gives an extensive outline of cloud movement and its advantages, dangers, and difficulties. Organizations can use a variety of best practices and strategies from the literature review to reduce the risks and reap the benefits of cloud migration. The study's findings suggest that businesses looking to improve their IT infrastructure and operations may want to consider cloud migration. However, for it to be successful, careful planning and execution are required. The conversation underscores the significance of continuous checking and assessment of cloud movement and the requirement for a reasonable leave procedure to keep away from seller secure. Overall, the study emphasizes the significance of a comprehensive and strategic approach to the adoption of cloud migration as a transformative technology for businesses.

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53

Edge Computing - Adaptation and Research

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ABSTRACT

With the proliferation of IoT Growing demand for real-time data analysing and electronics, edge computing has emerged as a promising solution for lowering latency and enhancing data processing effectiveness. In study, we examine the most recent developments in edge computing at the moment, including its architectures, technologies, applications.

Reduced latency and increased processing efficiency can both be achieved using edge computing, which has emerged as a potential approach. Edge computing offers a distributed computing paradigm that moves computation and data storage closer to the edge of the network, reducing communication latency and improving the user experience overall. This is necessary given the proliferation of IoT devices and the rising demand for real-time data processing. The latest developments in edge computing, including its architectures, technologies, and applications, is reviewed in this study. We also go into the advantages and difficulties of edge computing, including how it may support new services and applications as well as raise privacy and security issues.

Finally, we outline the future research goals in this field and provide some examples of edge computing applications in a variety of industries, including smart transportation, healthcare, and industrial automation. Our findings show that edge computing can significantly improve energy efficiency, scalability, and latency reduction (Cao, 2020; Cao, 2020; Cao, 2020; Gonzalez, Thomas, and Hunt, March 5, 2020) while also transforming how we process and analyse data in real-time.

Keywords: Edge computing, IoT, real-time data processing, distributed computing, latency reduction

INTRODUCTION

Edge computing has emerged as a possible method for lowering latency and boosting the effectiveness of data processing because of the proliferation of Internet of Things (IoT) devices and the rising demand for real-time data processing. Edge computing is a distributed computing paradigm that brings computation and data storage closer to the network's edge, lowering communication latency and improving user experience as a whole. Due to its potential to open up new applications and services that weren't possible with conventional cloud computing architectures, this technology has attracted a lot of interest recently.

In this article, we examine how edge computing is applied in a number of industries, such as smart transportation, healthcare, and industrial automation. The state-of-the-art in edge computing is reviewed, along with its architectures, technologies, and applications. We also go through the advantages and disadvantages of this technology. We also explore the future research possibilities in this field and offer a case study that illustrates the advantages of edge computing in a particular application.

The remainder of the essay is structured as follows. The fundamental elements of the edge computing architecture are described in Section 2 in general terms. The advantages and difficulties of edge computing are discussed in Section 3. A case study of edge computing in a particular industry is presented in Section 4. The future of edge computing research is covered in Section 5. The paper is concluded in Section 6, which also lists the contributions made by our study.

OVERVIEW

Technology's field of edge computing is expanding quickly, and it is already an integral part of the infrastructure for contemporary computing. It is a decentralised computing model that relocates computation and data storage from the central cloud to the network's edge, closer to where data is produced and consumed. Edge computing seeks to deliver processing and data analysis that is quicker and more efficient, with less latency and better data privacy and security.

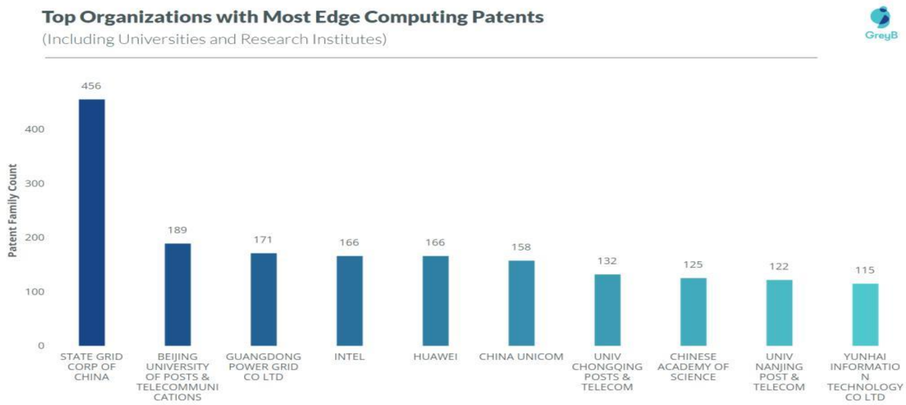
The ability of edge computing to handle the enormous amounts of data produced by Internet of Things (IoT) devices is one of the technology's most important advantages. Edge computing can process data in real-time and eliminate the need for data transfer to a centralised cloud by bringing computing capacity closer to the devices that generate data. This minimises the price of data transmission and storage while simultaneously reducing latency.

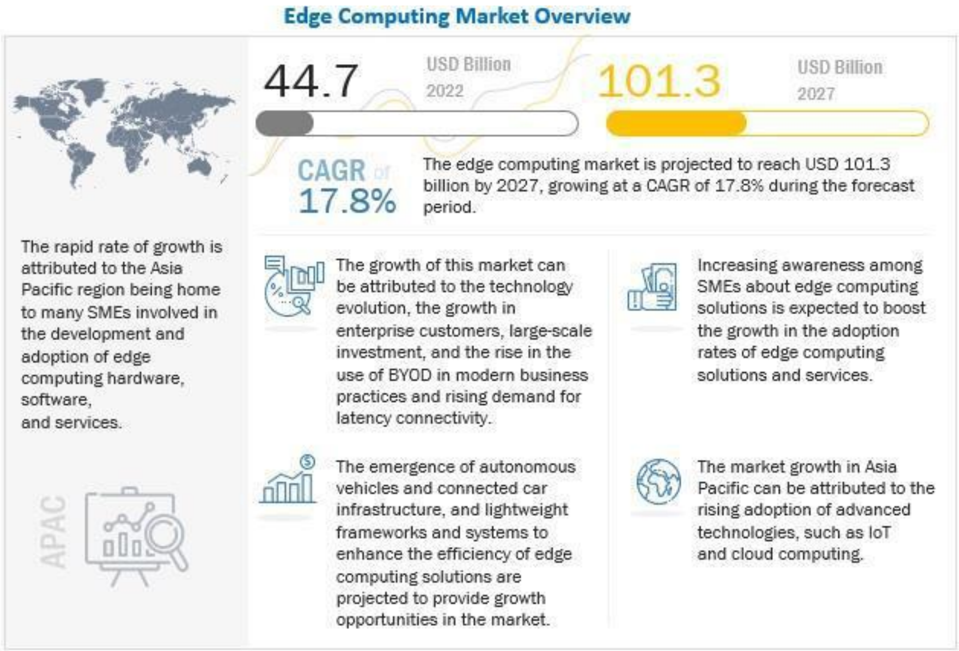
However, edge computing also comes with a number of difficulties, such as the requirement for strong privacy and security safeguards and the potential for more difficult management and security of distributed systems. Additionally, edge computing systems need to be scalable, capable of managing a large number of connected devices, and adaptable to changing computing requirements.

Despite these difficulties, edge computing is a crucial field for study and development because to its potential advantages. Edge computing will be more and more crucial as the number of connected devices rises in order to increase the effectiveness and efficiency of data processing and analysis. Future computer infrastructure and its effects on society will be greatly influenced by the creation of new technologies and methods for edge computing.

DATA POINTS ON EDGE COMPUTING

Industry projections predict that during the next five years, the market for edge computing will expand significantly. Specifically, it is anticipated to generate a compound annual growth rate (CAGR) of 32.8% between 2021 and 2026, with an estimated market size of $15.7 billion by 2026. As more devices connect to the internet and demand faster and more efficient data processing, this trend of processing and analysing data close to its source rather than transferring it to a central place is becoming more and more significant.





Edge Computing Market Overview

The edge computing market is projected to reach USD 101.3 billion by 2027, growing at a CAGR of 17.8% during the forecast period.

The rapid rate of growth is attributed to the Asia Pacific region being home to many SMEs involved in the development and adoption of edge computing hardware, software, and services.

The growth of this market can be attributed to the technology evolution, the growth in enterprise customers, large-scale investment, and the rise in the use of BYOD in modern business practices and rising demand for latency connectivity.

Increasing awareness among SMEs about edge computing solutions is expected to boost the growth in the adoption rates of edge computing solutions and services.

The emergence of autonomous vehicles and connected car infrastructure, and lightweight frameworks and systems to enhance the efficiency of edge computing solutions are projected to provide growth opportunities in the market.

The market growth in Asia Pacific can be attributed to the rising adoption of advanced technologies, such as IoT and cloud computing.

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1. The top three industries expected to benefit the most from edge computing are manufacturing, transportation, and energy and utilities. (Source: IDC)

2. It is anticipated that the worldwide edge computing sector will generate $1.5 trillion. in value by 2025, with industries such as healthcare, financial services, and retail poised to experience the greatest benefits. (Source: McKinsey & Company)

3. According to a survey by the Eclipse Foundation, 40% of IoT developers are already using edge computing in their projects, and another 30% plan to start using it in the next 12-18 months. (Source: Eclipse Foundation)

4. Edge computing can reduce data transmission costs by up to 90%, compared to traditional cloud computing. (Source: Forbes)

5. In a recent study, 83% of IT decision-makers said that edge computing is important to their organization's overall IT strategy. (Source: Forrester)

6. The top three use cases for edge computing are industrial automation, smart cities, and autonomous vehicles. (Source: Gartner)

7. Edge computing can improve application performance by up to 90%, compared to traditional cloud computing. (Source: Intel)
8. According to industry forecasts, the worldwide edge AI software market will expand significantly during the next five years. From $356.8 million in 2020 to $1.6 billion in 2025, the market is anticipated to develop at a 35.4% compound annual growth rate (CAGR). MarketsandMarkets, a firm that conducts market research and offers consulting services, provided this data.
9. Edge computing enables real-time data processing and quicker reaction times by cutting network latency by up to 99%. (Reference: HPE)

CHALLENGES-

- Security: As more devices and sensors are connected to the network, the edge becomes vulnerable to cyber threats. The decentralized nature of edge computing can make it harder to secure the network, making security a major challenge.
- Interoperability: Edge computing uses a variety of platforms, devices, and sensors, which can be challenging to manage and integrate. Data silos, less productivity, and higher costs can be caused by interoperability issues.
- Latency: Edge computing is designed to by processing data closer to the source, latency can be reduced. However, this also introduces new challenges, as data must be transmitted over longer distances, which can increase latency.
- Scalability: For edge computing to accommodate a large number of devices and sensors, it needs to be highly scalable. Scalability may be difficult due to the absence of standards and the variety of platforms.
- Data Management: Edge computing generates a large amount of data, which can be difficult to manage and analyse. The lack of standardization in data formats and protocols can make data management a challenge.
- Limited Resources: Edge devices are usually low-power devices with limited storage and processing capabilities. These devices cannot handle heavy computation, which is required for running complex algorithms and applications.

- Connectivity: Network connectivity is crucial to edge computing. to move data between devices and the cloud. However, connectivity issues can arise due to network congestion, signal loss, or interference, leading to data latency and transmission errors.

OPPORTUNITIES IN EDGE COMPUTING-

- **Real-time data processing**:

Edge computing makes it possible to process data more closely to its origin, enabling in-the-moment analysis and decision-making. This can be particularly valuable in applications such as autonomous vehicles, where decisions need to be made quickly to ensure the safety of passengers and other road users.

- **Decreased latency**:

Edge computing can drastically minimise the latency involved with transmitting data to a remote data centre for processing-by-processing data closer to the source. This is particularly valuable in applications such as online gaming, where even a small amount of latency can significantly impact the user experience.

- **Improved security**:

By minimising the quantity of data that needs to be transported to a distant data centre for processing, edge computing can improve security. By doing so, security risks related to data transfer, like interception and unauthorised access, may be reduced.

- **Increased scalability**:

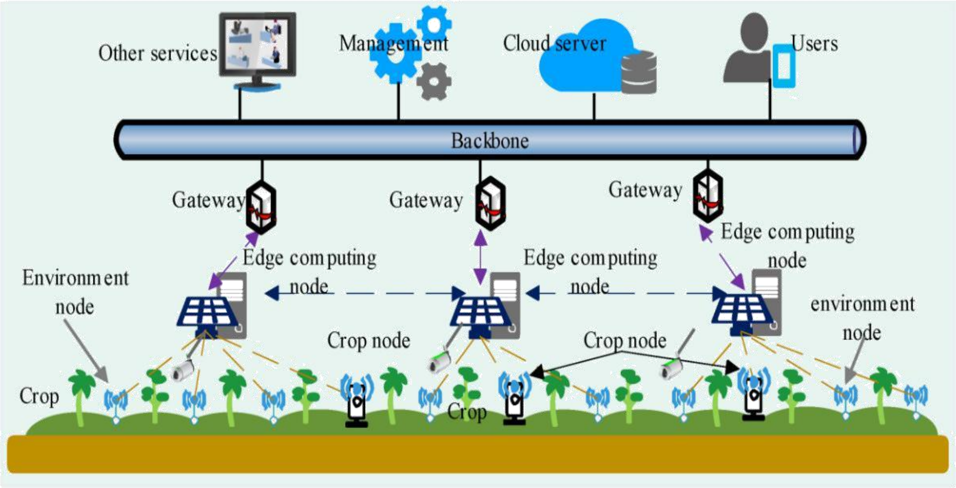
With the use of edge computing, computer resources may be placed closer to the data source, enhancing application scalability and flexibility. This can be especially useful in IoT applications where a lot of connected and managed devices are needed.

- **Cost savings**:

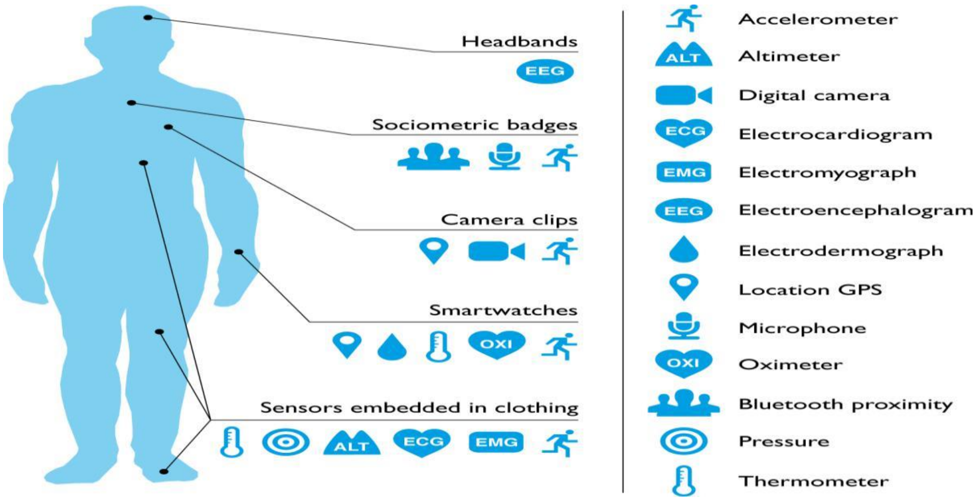
Edge computing can assist in lowering the expenses related to data transport and storage by processing data locally. This can be especially useful in applications like video surveillance where processing and local storage of huge volumes of data is required.

USE CASES AND EXAMPLES OF EDGE COMPUTING-

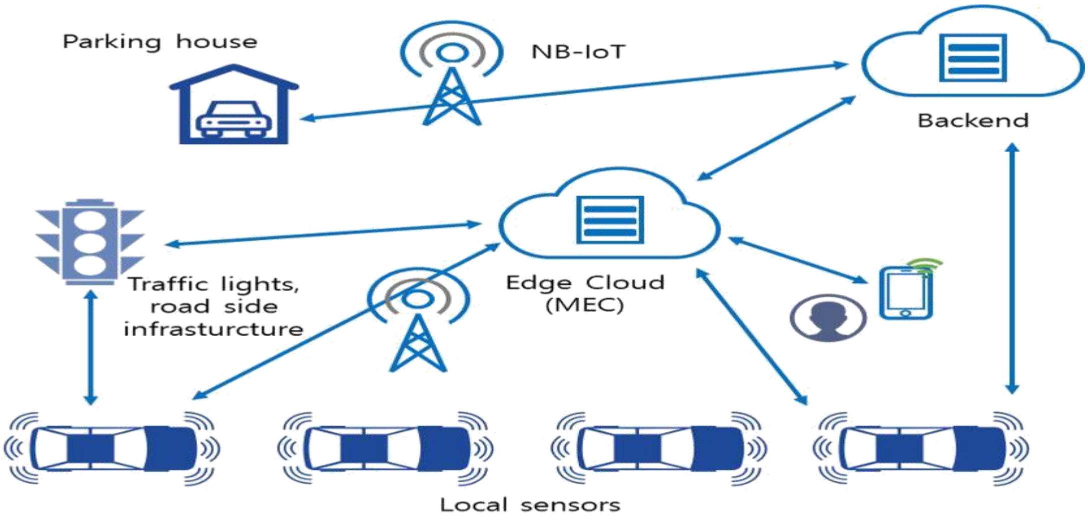
Smart Agriculture: The application of edge computing in agriculture can increase productivity and maximise agricultural output. In order to make informed decisions about irrigation, fertilisation, and pest control, farmers can collect real-time data on crop health, soil conditions, and weather patterns by putting edge devices in their fields. This can aid in boosting crop yields and decreasing waste.



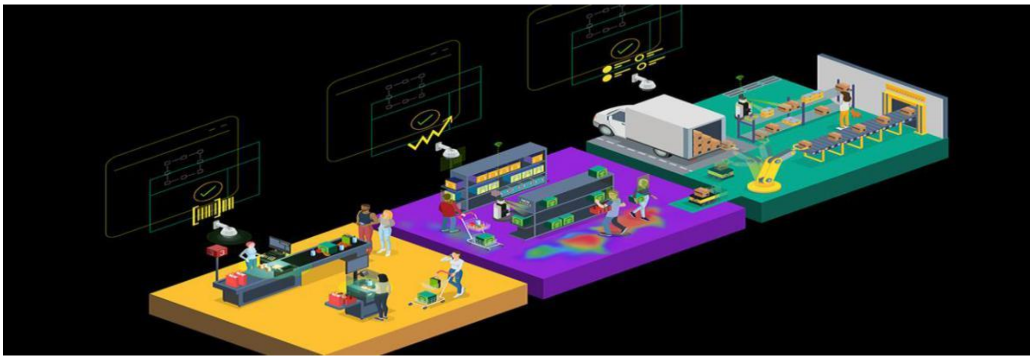
Healthcare: Edge computing can help increase patient care and reduce costs in healthcare. By deploying edge devices in hospitals and clinics, healthcare providers can collect real-time patient data, monitor vital signs, and analyse medical images without the need for costly and time-consuming transfers central data centres. This may contribute to better patient outcomes and lower healthcare costs.



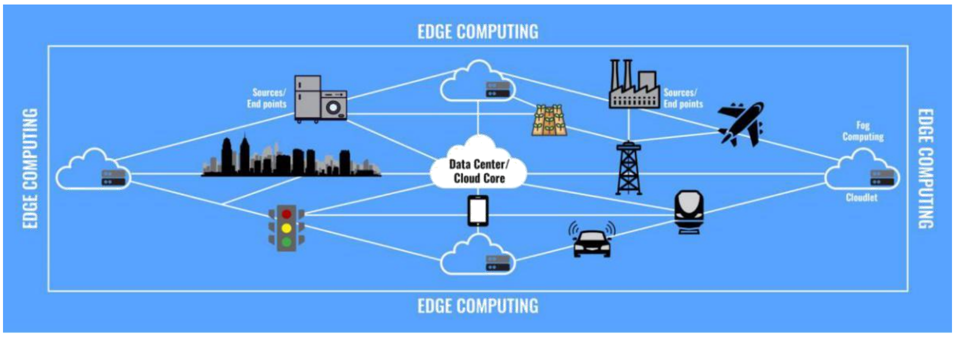
Autonomous Vehicles: Edge computing offers real-time data processing and decision-making capabilities, which can be utilised to support autonomous cars. The use of edge devices in cars allows for local data processing, which eliminates the need to send massive volumes of data to centralise data centres. This could aid in enhancing the dependability and safety of driverless vehicles.



Retail: Edge computing can be applied in retail to enhance customer satisfaction and boost revenue. By deploying edge devices in stores, retailers can collect real-time data on customer behaviour, such as foot traffic patterns and purchasing habits, to optimize store layout and inventory management. This could boost sales and enhance customers' overall shopping experiences.



Smart Cities: By gathering and analysing data from many sources, including traffic cameras, sensors, and IoT devices, edge computing can be utilised to develop smart cities. Data can be evaluated in real-time to optimise traffic flow, save energy usage, and boost public safety by placing edge devices throughout a city.



EDGE COMPUTING'S FUTURE

- Edge computing has a bright future and has the potential to grow significantly over the next few years. Various reports predict that the global edge computing industry would develop at a compound annual growth rate (CAGR) of 37.4% from 2020 to 2027, reaching $43.4 billion.
- The growing need for real-time data processing and analysis, particularly in sectors like manufacturing, healthcare, and transportation, is one of the main factors driving this rise. Edge computing is a great option for applications that call for quick decisions since it can offer quicker reaction times, better security, and lower latency.
- Using edge computing in conjunction with other cutting-edge technologies, like 5G and artificial intelligence (AI), is another area of growth. These innovations can boost edge computing's capabilities and open the door to even more sophisticated uses, including automated vehicles, smart cities, and industrial automation.
- Edge computing has a bright future and is anticipated to have a big impact on the growth of the Internet of Things (IoT) and the digital transformation of many different industries.
- In general, edge computing has a promising future, with fresh developments and opportunities in store. We can anticipate seeing even more creative use cases and solutions that boost productivity, cut costs, and promote business expansion as more sectors adopt this technology.

CONCLUSION

After performing a thorough investigation into edge computing, it can be said that it represents a radical paradigm shift in computer design and has arisen in response to the rising demand for real-time data processing and low-latency communications. Data is processed locally on devices or at the edge of the network using edge computing, as opposed to being sent to centralised servers.

The rise of the internet of things (IoT) and the requirement for a distributed computing infrastructure that could handle the enormous volumes of data produced by IoT devices are the two main factors that gave rise to edge computing. Edge computing was created as a result, allowing devices to process data locally and minimising the quantity of data that needed to be transferred to centralised servers.

In conclusion, edge computing is a cutting-edge technology that is poised to completely change how we communicate and process data. It has a wide range of applications in multiple industries and has become a crucial part of the IoT ecosystem.

ACKNOWLEDGMENT-

We would like to express our sincere gratitude to Dr. Irfan Sayde Mit for their valuable contributions to this research project. Their knowledge in technologies like Edge computing have been instrumental in the successful completion of this study. Thank you all for your assistance and guidance.

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These references provide insights into the key concepts, technologies, and applications of edge computing, as well as the benefits and challenges associated with it. They also include studies and surveys that demonstrate the expanding use of edge computing across a range of industries and its potential to revolutionise how data is processed and analysed in real time.

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54

Quantum Key Distribution for Sustainable and Secure Communication: Opportunities and Challenges

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Abstract

This research paper offers an in-depth analysis of the potential benefits of quantum key distribution (QKD) to provide secure communication channels. The limitations of classical cryptography are explored in detail, highlighting the need for alternative approaches to mitigate against the growing sophistication of cyber threats. The advantages of QKD, including its absolute security and ability to detect eavesdropping, are also extensively discussed, along with successful case studies of QKD deployments and critical lessons learned from these initiatives.

Despite its potential advantages, the paper also acknowledges the challenges and limitations of practically implementing QKD in its scalability, cost, interoperability, susceptibility to quantum attacks, and the importance of investment in research and development to accelerate progress in this field. Additionally, the paper examines successful implementations of QKD in real-life scenarios. The potential applications of QKD in various sectors, such as government and military, healthcare, and finance, are highlighted. The regulatory and legal challenges surrounding using QKD protocol encryption, including the need for licensing and approval, are also briefly discussed.

In conclusion, the paper discusses future opportunities and challenges for quantum cryptography and QKD in achieving sustainable and secure communication and the prospects of practical implementation of QKD. To address the challenges and promote QKD deployment in sustainable communication networks, this paper recommends increasing funding for continuing QKD research and development; international collaboration between academia and industry; stakeholder engagement to ensure QKD's safe, secure, and ethical deployment; and the incentivization of QKD deployment in critical infrastructure. Additionally, governments should prioritize QKD research and education programs to create a skilled workforce in developing and deploying QKD technology. Overall, the findings of this research demonstrate the need for more research, development, and policy recommendations to enable the practical deployment of QKD in sustainable communication networks and ensure their security and resilience.

Table of Contents

1. Introduction

Communication networks are an indispensable part of modern society, allowing individuals to connect with others and access information from anywhere, anytime. However, with the increasing dependence on these networks, concerns about their security and sustainability have risen. The traditional cryptographic protocols that form the basis of these networks rely on mathematical algorithms and are vulnerable to attacks from quantum computers, which can compromise even the most robust encryption techniques. In addition, the energy consumption and carbon footprint of communication networks are considerable, contributing to global climate change.

Quantum cryptography and *quantum key distribution* (QKD) present a promising solution to the challenge of secure and sustainable communication networks [1]. By leveraging the principles of quantum mechanics, QKD allows two parties to generate a shared secret key that is immune to eavesdropping by attackers [1][2]. Moreover, QKD enables more efficient encryption techniques, which can help reduce energy consumption and carbon footprint in communication networks [34][35].

This research paper aims to explore the opportunities and challenges presented by QKD for secure and sustainable communication networks. Specifically, the study seeks to answer the following research questions:

- What are the principles and advantages of quantum cryptography and QKD over classical cryptography?
- What are the potential applications of QKD in sustainable communication networks, such as smart grids, IoT devices, and cloud computing?
- What are the challenges and limitations of QKD for practical deployments, such as scalability, cost, and interoperability with existing infrastructure?
- What are the case studies or examples of successful QKD deployments in sustainable communication networks, highlighting their benefits and lessons learned?

- What are the future directions and research opportunities in quantum cryptography and QKD for sustainable and secure communication?

The motivation for this research paper lies in the need to balance the imperative of secure communication with the imperative of sustainability. QKD offers a promising solution to this challenge, but its deployment faces significant technical, economic, and regulatory challenges. Moreover, there is a gap in knowledge about the potential applications of QKD in sustainable communication networks and the barriers to its practical deployment. By addressing these knowledge gaps, this research paper can contribute to the ongoing discussion on how to achieve secure and sustainable communication networks.

This paper will use research sources, including published research studies and case studies of QKD deployments in sustainable communication networks, to answer these questions. Ultimately, the paper aims to provide insights into the potential of QKD to address the security and sustainability challenges facing modern communication networks.

2. Quantum Cryptography and QKD: Principles and Advantages

In the modern world, encryption and cryptography rely on the idea that some computational problems, like solving complex mathematical equations involving big numbers and discrete logarithms, are too complex and time-consuming for traditional computers to crack. However, quantum computers can efficiently solve these problems, posing a risk to confidentiality and privacy [1]. Quantum computers use *qubits* to perform complex computations. A qubit can exist in multiple states at the same time, existing in a superposition of both 0 and 1 simultaneously [1]. This allows quantum computers to perform multiple computations in parallel, significantly speeding up tasks [2]. Additionally, the correlation between two or more qubits can exist over a significant distance (entanglement), enabling quantum computers to solve problems too complex for classical computers [1]. Therefore, quantum computers have the potential to crack all encryption and cryptography, undermining the security of current systems.

Shor's quantum computing algorithm solves complex mathematical problems such as factoring large numbers and computing discrete logarithms [3]. *Peter Shor* introduced this algorithm in 1994, demonstrating that a quantum computer could factor large numbers exponentially faster than a classical computer [3]. The algorithm works by using a quantum Fourier transform to find the period of a function, which is then used to find the factors of a number [4]. Although Shor's algorithm poses a significant risk to the security of current cryptography protocols, its implementation requires a large-scale and fault-tolerant quantum computer, which is currently undeveloped [3].

Another algorithm, *Grover's Algorithm*, introduced by *L.K. Grover* in 1996, can search through unsorted databases much faster than classical algorithms [4][5]. The best classical way to search an unsorted list of N items is to look through the list one element at a time, which requires, on average, N operations. Grover's algorithm searches through an unsorted list in only √N operations [5]. This algorithm provides a quadratic increase in speed over classical algorithms using quantum parallelism and amplitude amplification [4]. Symmetric-Key encryption algorithms, a part of classical encryption algorithms, rely on brute force searches that can be searched easily and quickly by implementing such an algorithm with quantum computers.

The rise of quantum computers poses a critical threat to modern encryption and cryptography protocols, leading to the need for the development of *post-quantum cryptography* and encryption algorithms that can withstand quantum computer attacks. Post-quantum cryptography aims to replace existing cryptographic systems with algorithms that can be efficiently deployed on classical computers while resistant to quantum computer attacks [6]. Developing these algorithms is an ongoing process, and experts are continuously conducting research in this field [7][8]. *The National Institute of Standards and Technology (NIST)* is leading in developing standards for post-quantum cryptography [6].

Post-quantum cryptography and encryption algorithms are still being developed and have yet to be widely used due to their early stages of implementation and standardization. Currently, the adoption of quantum attack-proof algorithms is progressing relatively slowly. This is because the development of quantum computing technology is still in its early stages, and it has yet to mature to the point where it presents a nearing threat to existing systems [7]. Another factor slowing their implementation is the high complexity associated with these algorithms, requiring extensive research and study before implementation [7][9]. The successful implementation of these algorithms would require significant resources and capital investment [9]. Finally, interoperability remains a significant challenge for these algorithms, as different systems must communicate securely and sustainably [10]. Despite the challenges, the development and standardization of these algorithms are still underway. The *National Institute of Standards and Technology* is actively involved in developing standards for post-quantum cryptography [9].

Classical encryption algorithms rely on computational assumptions and problem difficulties, such as factoring and discrete logarithm problems, for secure communication. The RSA encryption algorithm and the Diffie-Hellman key exchange algorithm are examples of such classical algorithms [11]. However, post-quantum algorithms use different mathematical assumptions that are believed to be resistant to quantum computer attacks.

Quantum Key Distribution (QKD), a method of distributing cryptographic keys, relies on the principles of quantum mechanics [11]. QKD guarantees security based on the laws of physics rather than computational assumptions [12]. Researchers have proposed combining QKD with post-quantum cryptography to achieve even greater security [13][14].

The Quantum Key Distribution (QKD) technique is an encryption method that utilizes the principles of quantum mechanics to ensure secure communication [15]. QKD relies on the *no-cloning theorem*, which states that an unknown quantum state cannot be measured or copied without altering it. In QKD, Alice, an assumed sender, sends individual photons with a specific polarization state, either horizontal or vertical, to Bob, an assumed receiver, through a quantum channel. The polarization of each photon is chosen at random by Alice and sent to Bob over the quantum channel [15]. Eve, an assumed attacker or eavesdropper, may try to intercept and measure the polarization of the photons. However, according to the principles of quantum mechanics, *an attempt to measure the polarization of the photon would be detected*, thanks to the no-cloning theorem [15]. When Bob receives the photons, he measures their state using a polarizer, randomly selecting a basis for the polarization measurement, which may or may not be the same as Alice's basis. If the bases are the same, Bob will measure the state of each photon in the same state that Alice sent it in. If the bases differ, the measured state is random, and the result is discarded. Alice and Bob can compare their measurements to detect errors that may have occurred during transmission. They use this information to correct errors and obtain a shared decryption key. However, the key may only be secure to some degree as it could contain information leaked during transmission or measurement. Alice and Bob use privacy amplification to decrypt a shortened and secure key [15].

QKD has been extensively studied and tested, both theoretically and practically, and it has been found to be secure against attackers from classical and quantum computers. However, implementing QKD poses technical challenges that must be addressed before it can be standardized.

One of the primary limitations of QKD is the need for a direct physical connection between the communicating parties, as any extension over a long-distance lead to loss and attenuation of the quantum channel. Several studies have recognized this [16][17][18]. The implementation of QKD is expensive and complicated, making large-scale deployment challenging [19]. Moreover, the key generation rate in QKD is slower than classical methods, limiting its practicality for high-speed communications. In addition, environmental factors such as temperature, humidity, and electromagnetic interference affect the performance of QKD, leading to slower key generation rates. Finally, after generating secret keys, storing and distributing them for large-scale deployment becomes problematic [19].

3. QKD in Sustainable Communication Networks

Quantum Key Distribution (QKD) has gained significant attention as a promising technology to address the security challenges in communication systems. Its potential applications extend to various fields, including sustainable communications such as *smart grids*, *internet of things (IoT)*, and *cloud computing*. Ensuring the security of such systems is immensely important since they process large amounts of data that are vulnerable to possible cyber-attacks. As highlighted in recent studies [19], QKD can provide a robust solution to protect sensitive data against hackers, thereby improving the resilience of sustainable communication systems. Hence, the integration of QKD in these systems can enhance their sustainability by ensuring secure and efficient communication.

3.1. Smart Grids

Smart grids have been widely adopted as advanced electricity networks, which have been designed to enhance the efficiency, reliability, and sustainability of power grids [20]. These systems integrate various components such as sensors, control systems, and data centers that collect and analyze data on electricity supply and demand in real-time, enabling effective management of the distribution system. Two-way end-to-end communication has also been integrated into smart grids to allow responsive management of the grid. However, the use of such technologies raises security concerns, especially in regards to protecting the integrity of communication between grid components. Quantum Key Distribution (QKD) has emerged as a potential solution for ensuring secure communication in smart grids, as it enables the distribution of cryptographic keys between the various components [21][22]. Moreover, QKD can *reduce energy consumption* in the system, leading to more efficient use of resources [23]. With the implementation of QKD in smart grids, cyber attacks and *power outages will not affect the integrity of the communication* as QKD is independent of the power grid, thus improving the security and resilience of the overall system.

3.2. Internet of Things

The Internet of Things (IoT) is a rapidly growing technology that allows devices and physical objects to connect and share data seamlessly over the internet. This technology has the potential to revolutionize multiple aspects of our daily lives. However, the security of IoT devices and the data they process is a major concern, as they can be vulnerable to various types of cyber attacks. As a result, it is important to develop robust security measures and protocols to ensure the safety and integrity of IoT systems. To address this vulnerability, QKD can be utilized to establish secure communication between IoT devices and the cloud, thus providing a higher level of privacy and safeguarding sensitive data, which are highlighted in various studies [24][25][26][27]. The integration of QKD with IoT can pave the way for a more secure and trustworthy IoT ecosystem, where the privacy, integrity, and availability of data can be ensured.

3.3. Cloud Computing

Quantum Key Distribution (QKD) has emerged as a promising technology for secure communication in cloud computing, offering a range of potential applications [28][29][30][31][32][33]. By using QKD to generate a one-time pad, data can be securely encrypted, protecting against security threats and eavesdropping during storage and transfer in the cloud. In a recent survey by *J. Liu et al. (2020)*, a framework was proposed that combined QKD and cloud computing to enable efficient and secure data storage and retrieval [28]. Similarly, QKD can be employed to establish secure access control in the cloud, allowing only authorized users to access sensitive data. *S.M.R. Islam et al. (2021)* proposed a scheme that employs QKD to establish secret keys between users and cloud providers, which are then used to encrypt and decrypt the data stored in the cloud [29]. The proposed scheme provides high security, efficiency, and resistance to various attacks.

QKD also has the potential to enhance data processing security in the cloud by protecting sensitive data during processing. *Z. Wang et al. (2019)* introduced a secure multiparty computation framework using QKD, allowing multiple users to jointly compute a function on their private data without revealing it to others [31]. This framework has been applied to secure logistic regression, demonstrating its effectiveness in achieving high levels of security and efficiency.

QKD can also facilitate secure collaboration between cloud providers, thereby enabling secure communication. Furthermore, it could potentially contribute to reducing energy consumption in cloud computing by providing an *energy-efficient method of encryption* compared to classical cryptographic techniques. A recent review by *A. Abbasi et al. (2021)* highlighted the potential of QKD to provide secure and efficient encryption by directly distributing secure keys to the users [33]. QKD could also be implemented using existing network infrastructure, as a result reducing energy consumption by eliminating the need for additional hardware.

Overall, QKD offers a range of promising applications for secure communication in cloud computing. These applications range from secure data storage and transfer to secure access control and data processing, as well as secure collaboration and energy-efficient encryption. The potential of QKD in sustainable communication in cloud computing is significant, highlighting the need for further research and development in this area.

The increasing reliance on digital data transmission and storage calls for the use of encryption methods to ensure data confidentiality and integrity. However, traditional encryption methods require a considerable amount of computational power, which translates to high energy consumption and carbon emissions from data centers. In contrast, Quantum Key Distribution is a more energy-efficient alternative that offers superior security while requiring significantly less computational power [34]. Furthermore, QKD eliminates the need for physical transport of keys, which further reduces carbon emissions [35].

The *European Telecommunications Standards Institute* conducted a study that revealed that a mere 10% shift in encrypted data being secured with QKD, instead of traditional methods, could result in up to a 64% reduction in carbon footprint associated with encryption [35]. This highlights the significant environmental benefits of adopting QKD as an alternative encryption method, especially given the rising concerns about climate change.

4. Challenges and Limitations of QKD for Practical Deployment

Quantum Key Distribution (QKD) is a promising technology that enables secure communication between two parties by utilizing the laws of quantum mechanics. However, QKD is faced with several challenges and limitations when it comes to practical deployment in larger scale networks. One of the main challenges, as noted by *L. Chen et al. (2019)*, is *scalability* [36]. The maximum distance over which QKD can be deployed depends on the protocol of QKD used and the quality of the channel. The presence of noise and attenuation greatly limits and influences the range over which QKD can be deployed. Currently, QKD is limited to a short distance of a few hundred meters to a few tens of kilometers. Deploying QKD requires specialized hardware and infrastructure such as lasers, single-photon detectors, and other optical hardware, which can be *complex and expensive* to maintain. QKD also requires a dedicated channel of communication, typically fiber optics or free space optics, which further increases the cost of the network infrastructure. Additionally, QKD is still in its early stages of development and is not yet mature enough to support large scale deployments.

Despite these limitations, researchers are continuing to develop new QKD technologies and protocols that can overcome these challenges. As *S. Pirandola et al. (2019)* highlighted, QKD protocols based on higher-dimensional quantum states and quantum repeaters are being developed [37]. These technologies, when deployed, could increase the range of QKD deployment. Additionally, more research is being done to develop more efficient and cost-effective hardware for QKD.

Furthermore, regular maintenance and calibration are necessary to ensure proper functioning, which only adds to the cost. Current QKD systems rely on custom-built hardware, which also further adds to the cost of training and maintaining personnel with the necessary skills and expertise to manage the hardware. In addition, personnel with expertise in quantum optics, photonics, and cryptography are not readily available in the workforce.

QKD is frequently utilized as a complementary technology alongside existing encryption methods, and its integration with existing systems is vital to its success [36]. However, the lack of standardization in current systems will lead to interoperability issues. This issue may require additional hardware and software, including specialized QKD gateway and routers, as well as software to manage and integrate QKD keys with existing encryption protocols. This process can be both complex and time-consuming, which presents yet another challenge to the deployment of QKD in larger networks. To overcome this challenge, the *Quantum Safe Security Working Group* of the European Telecommunication Standards Institute is currently developing standards for QKD interoperability [38].

The security of QKD systems is vulnerable to quantum attacks, which pose a significant challenge [39]. One such attack involves an attacker intercepting photons sent by the sender, measuring their states, and then resending them to the receiver [40], enabling the attacker to create a fake key that is identical to the one exchanged between the sender and receiver [40]. However, this attack can be detected using a decoy state protocol that checks the statistics of the photons sent through the communication channel [40].

Another way a quantum attacker can compromise the QKD system is by trying to extract the secret key from the hardware or software used in the system [41]. The attacker can exploit side channel information like power consumption or electromagnetic radiation to achieve this [39]. To counter this, the system should use physical isolation and tamper-resistant hardware [39]. An attacker may also introduce a trojan horse into the system, but this can be prevented using a trusted platform module to ensure the integrity of the hardware and software [39].

Furthermore, an attacker may intercept photons, modify their states, and then resend them to the receiver to create a fake key that differs from the secret key exchanged between the sender and receiver [40]. To detect eavesdroppers and counter this attack, a quantum state verification protocol can be employed [40].

5. Case Studies of QKD in Sustainable Communication Networks

Quantum Key Distribution has been gaining attention in recent years as a promising solution for secure communication networks. QKD has already been successfully implemented in various projects worldwide, as evidenced by a number of studies [42][43][44][45].

One such project is the *SwissQuantum Project* which was launched in 2009. This project connected a number of locations that included government buildings, banks, and research institutes in Geneva, Switzerland [42]. Another project, the *SECOQC*, was initiated in 2004 with the goal of establishing QKD networks across multiple European countries such as Austria, Switzerland, and the UK [43].

Similarly, the *Tokyo QKD Network* was launched in 2010 and provides secure communication services to various organizations including financial institutes, hospitals, and government agencies [44]. Meanwhile, the *Quantum Internet Alliance* is currently focusing on developing cost-effective and scalable QKD technologies that can be integrated into large-scale networks [45].

Overall, these successful QKD projects demonstrate the potential of this technology in providing secure communication solutions across various industries. By utilizing the principles of quantum mechanics, QKD has the ability to offer a high level of security that cannot be compromised by traditional methods of hacking or interception.

5.1. SwissQuantum

The SwissQuantum project was a collaborative effort among academic institutions, government agencies, and private companies, with the University of Geneva leading the initiative. The project aimed to demonstrate the feasibility and scalability of practical applications of QKD in real-world settings, while also developing protocols to enhance the security and performance of QKD systems [42][47]. The project utilized commercial QKD systems from id Quantique to deploy QKD links over fiber optic cables, connecting four

Swiss cities: Geneva, Lausanne, Yverdon, and Zurich [42][46]. The SwissQuantum project achieved significant milestones, including the first use of QKD in a political election in 2008 and the first intercontinental QKD link between the University of Geneva and Tokyo University in 2009 [42][47]. Despite challenges related to environmental factors causing interference and the high cost of equipment, which made it difficult to justify investments for larger networks, the SwissQuantum project was a successful demonstration of the practical applications of QKD systems for secure communication [46].

5.2. SECOQC

The Secure Communication based on Quantum Cryptography (SECOQC) project was established with the primary objective of creating a secure quantum communication infrastructure, which was funded by the European Commission [48]. The project was initiated in 2004 and lasted for five years until 2009. It was a large-scale collaboration between academic institutions, industry partners, and government agencies, which aimed to develop and test quantum cryptography hardware and software and to demonstrate the feasibility of Quantum Key Distribution (QKD) in a practical setting [48].

The network was set up in Vienna, consisting of three QKD nodes connected by an optical fiber spanning 45 kilometers [48][49]. One of the significant accomplishments of this project was the development of a QKD protocol that can withstand side-channel attacks, which is where the attacker measures the physical characteristics of the QKD system to acquire information about the secret keys [48]. The protocol implemented in the network deployed a decoy state approach, which made it immune to such attacks.

Additionally, the project also developed and tested quantum cryptography hardware such as transmitters and receivers and created a high-speed QKD system [48]. Moreover, the team developed a low-cost QKD system, which could have potential commercial applications [48]. Through this project, the feasibility of QKD in practical settings was established, although it was observed that QKD still faces scalability issues, high cost of hardware, and slow key generation rates [49].

5.3. Tokyo QKD

The Tokyo QKD Network is an inventive initiative by the National Institute of Information and Communications Technology (NICT) in Tokyo, Japan, which showcased the practical applications of quantum key distribution (QKD) in real-world settings [50]. The network comprised three QKD systems and high-speed optic fibers, spanning over 30 kilometers across central Tokyo [50][51]. The QKD systems are based on modulating the phase of light pulses, which encode information. To prevent any potential eavesdropping attempts, the system incorporated a decoy-state method, which added an extra layer of protection [51]. The implementation of QKD in a commercial bank, the Sumitomo Mitsui Banking Corporation, marks one of the most significant accomplishments of this project, as it helped establish a QKD system in the bank's data center for secure communication of financial transactions [50]. The Tokyo QKD Network shows promise for future applications in diverse sectors such as government, military, and healthcare [51]. However, the project also brought to light some of the challenges associated with QKD, such as slow key generation rates, which limit the scalability of the technology for large-scale networks [50].

5.4. Politecnico di Torino, Italy

In a groundbreaking experiment, researchers from the Politecnico di Torino in Italy, *E. Diamanti et al. (2015)*, conducted a field test to demonstrate the potential practicality of continuous-variable quantum key distribution [52]. The protocol relied on coherent detection, which facilitated high-speed data transmission with minimal error rates. The researchers also designed the protocol to operate in the presence of noise and imperfections [52]. The experiment evaluated several key factors, including performance, key generation rate, error rate, and transmission distance [52]. The test successfully transmitted secure keys at a rate of 14.5 kbps over a 20-kilometer distance with an error rate below the secure key distribution threshold. This result suggests that continuous-variable QKD systems could perform exceptionally well despite the presence of noise and imperfections [52]. The findings from this experiment could potentially pave the way for practical applications of continuous-variable QKD systems in various industries.

5.5. Plug-and-Play System

An experiment was carried out by *D. Stucki et al. (2002)* to address the need to develop simple QKD system setups that can operate over long distances using a *plug-and-play system* that aimed to demonstrate the feasibility of such systems [53]. The experiment utilized the BB84 based QKD protocol, which uses two non-orthogonal bases to encode the qubits. The setup consisted of a transmitter, a receiver, and an optical switch, and a 1550 nanometers continuous-wave laser was used to encode the qubits, which were then detected using avalanche photodiodes [53].

The team was able to generate a secure key at the rate of 10 Hz over a distance of 67 kilometers with an error rate of 2.2% [53]. Although the key generation rate was low due to the limited transmission and detector efficiencies, the experiment demonstrated the resilience of the QKD system against eavesdropping attempts. When an eavesdropper attempted to intercept the qubits, the errors induced were detected by the system [53]. The study concluded that the plug-and-play approach significantly reduced the complexity of the QKD system and demonstrated its feasibility over long distances [53].

The findings of this experiment are significant for the future of quantum cryptography. By demonstrating the feasibility of simple QKD system setups over long distances, this study opens up possibilities for the development of practical quantum communication systems with enhanced security capabilities.

5.6. Long Distance Communication with Fiber Optic Cables

A study was conducted by *X. Wang et al. (2019)* to test the feasibility of quantum communication over long distances using fiber optic cables [54] which involved generating entangled pairs of photons at one end, and then sending one photon from each pair down the fiber to the other end. By locally measuring the remaining photons, the researchers were able to determine the degree of entanglement between the two photons that were sent down the fiber. This entanglement was then utilized to perform quantum communication protocols. The experiment was conducted over a distance of *144 kilometers* between the two sites [54]. The results demonstrated that long-distance quantum communications over fiber networks is feasible, and provides promising prospects for the development of secure and efficient quantum communication systems.

These successful deployments have demonstrated the potential of QKD for secure communication networks. They showed benefits such as enhanced security, improved network reliability and resilience, reducing energy consumptions and carbon emissions, increasing public awareness and education, while highlighting challenges faced primarily in the rate of generation of keys and the high cost of hardware, limiting scalability for practical use.

6. Future Directions and Research Opportunities

As the field of quantum technologies continues to progress, researchers are exploring new techniques and methods to address the various challenges and opportunities that arise with it. One promising area of exploration involves the use of quantum repeaters and entanglement swapping techniques to extend the range of quantum key distribution systems [16]. However, for QKD to become fully compatible with existing infrastructure, it must be seamlessly integrated with classical cryptography and other networking technologies [55]. To make QKD systems more practical and viable for real-world scenarios, researchers must also explore ways to reduce the cost and complexity of deploying such systems [17]. These challenges and opportunities are being studied extensively, and researchers are continuously making advancements to improve the practicality of quantum technologies [37].

Although Quantum Key Distribution provides enhanced security against quantum attacks, it cannot address all cryptographic needs. Several techniques, such as *homomorphic encryption*, *multiparty computation*, and *fully homomorphic computation*, can be employed in combination with QKD to achieve secure computation [16][17][37][55][56][57]. One of the limitations of QKD is that it does not provide forward secrecy. If an attacker obtains the key at a later time, they can decrypt all previously encrypted data. Perfect forward secrecy techniques can be used in combination with QKD to overcome this limitation [16][17][37][55][56][57]. Additionally, QKD does not provide a solution for authenticating the identity of the parties. Digital signatures and public key infrastructure can be used in combination with QKD to provide authentication [16][17][37][55][56][57]. It is important to note that although QKD is designed to be secure against quantum attacks, it does not offer protection against attacks from classical computers. Therefore, implementing post-quantum cryptography algorithms can address this limitation [16][17][37][55][56][57]. These findings have been highlighted in various studies [16][17][37][55][56][57], demonstrating the significance of considering multiple cryptographic techniques to achieve comprehensive security. The combination of QKD with other techniques can provide a more robust and secure cryptographic solution. Furthermore, researchers should be aware of the limitations of QKD to ensure that the appropriate techniques are used to achieve a more comprehensive solution.

Researchers are also exploring other applications of quantum networking, such as *quantum teleportation* [58], *distributed quantum computing* [60][61][62][63], and *quantum sensing* [64][65][66][67][68][69]. Quantum teleportation is a protocol that allows the exact state of a quantum system to be transmitted from one location to another without physically transporting the quantum system itself. This can be achieved by enabling the transfer of quantum states between two distinct nodes in the network. Quantum teleportation can be performed by using a pair of entangled qubits and transmitting the state of the *teleported* qubit to the *receiver* qubit via a classical communication channel. This process requires a reliable source of quantum channel which can be provided by a QKD system [58][59]. The quantum repeaters can direct qubits to their intended destination and extend the range of quantum distribution. A team from the University of Bristol [64] demonstrated the first multi-node quantum network, which allowed for the distribution of entangled qubits and execution of quantum protocols across multiple nodes [60][61][62][63]. Another team from the University of Innsbruck developed a quantum network that connected four separate quantum processors to perform a distributed quantum computation [60][61][62][63]. The research has shown promising results in the use of quantum systems for distributed quantum computing. Quantum sensors [64][65][66][67][68] are devices for detecting and measuring physical quantities with incredibly high precision and sensitivity, such as gravitational waves [64], magnetic fields [66], and temperature [65]. Gravitational waves are ripples in spacetime caused by the acceleration by massive objects [64]. Precise measurement of gravitational waves could potentially lead to new discoveries in astrophysics and cosmology [64]. Non-invasive measurement of temperature could enable new insight into the behaviors or materials and devices [65]. Measurement of magnetic fields with high precision could enhance its applications in navigation, medical imaging, and mineral exploration [66]. These sensors achieve their high performance by relying on the quantum states and entanglement.

Forming a network by connecting multiple quantum sensors allows for the sharing of resources and information between the sensors, increasing the sensitivity and accuracy of measurements. This network can also enable remote operations, which can be useful in hazardous and hard-to-reach environments [67].

The emergence of *fifth generation (5G) cellular network systems* has increased the demand for secure communication that can operate at high speeds and provide secure connectivity between devices. This is particularly crucial given that 5G networks are expected to enable a wide range of new technologies and applications, such as the Internet of Things (IoT) and smart cities. However, the large volume of data transmitted over these networks for such applications calls for enhanced security measures, leading to growing interest in integrating quantum cryptography, particularly QKD, into 5G networks.

Y. Choi et al. (2019) provides a comprehensive review of the opportunities and challenges associated with incorporating QKD into 5G networks [70]. One of the main challenges in this regard is integrating QKD systems with the existing 5G network infrastructure. *Y. Choi et al. (2019)* emphasizes the importance of developing QKD systems that are compatible with the high data and low latency requirements of 5G networks [70]. The authors propose exploring new QKD protocols that can support these requirements, developing efficient and scalable key management systems, and investigating the use of hybrid security mechanisms that combine classical and quantum cryptography to provide a layered approach to security in 5G networks.

Integrating QKD into 5G networks can significantly improve the security of these networks. However, achieving this goal requires significant research and development efforts. As such, further work is needed to explore new QKD protocols and efficient key management systems that can operate at high speeds, as well as to investigate the potential of hybrid security mechanisms for enhancing the security of 5G networks.

The application of Quantum Key Distribution (QKD) in secure satellite communications is a subject of active research. The SECOQC project in Vienna, as reported by *E. Diamanti et al. (2009)* [48], demonstrated the potential of QKD for secure communication over a distance of 114 kilometers, which included *satellite links*. One of the major challenges in developing

QKD systems for satellite communication is dealing with atmospheric turbulence, which may cause random fluctuations in the phase and amplitude of the optical signal, leading to transmission errors and reduced key rate. Adaptive optics, as noted by *Y. Choi et al. (2019)* [70], is one approach for overcoming this challenge. In addition to atmospheric turbulence, high precision synchronization of clocks at the transmitter and receiver is another critical challenge. Synchronization deviation may cause transmission errors, which would decrease the key rate. Developing new methods, such as atomic clocks, as highlighted by *E. Diamanti et al. (2009)* [48], can address this challenge.

Regulatory and legal challenges, such as obtaining licensing and approval from regulatory bodies for the use of QKD in satellite communications and encryption, also need to be addressed. The development of encryption systems for satellite communication is an essential area of research that could provide a high level of security for critical applications such as military and government communication.

In a research paper by the *National Academies of Sciences, Engineering, and Medicine (2019)* [71], it is emphasized that there is a need for increased investment in research and development to accelerate the progress of quantum computing and communication protocols. The paper highlights the importance of international cooperation, exploration of alternative approaches to overcome the challenges posed by quantum technology, and research into the underlying science of quantum mechanics to develop practical applications for quantum computing. As quantum communication progresses, it may become difficult for countries to regulate its development and use. The development of a workforce skilled and educated in fields such as physics, engineering, computer science, and mathematics is also stressed in the paper.

Moreover, the paper acknowledges that quantum computing raises ethical and social issues, particularly in terms of privacy, security, and job displacement. As a result, it emphasizes the need for ongoing discussion and engagement with stakeholders to ensure that these issues are addressed in a responsible and transparent manner. The authors further assert that effective policies and regulations will be crucial in ensuring that quantum computers can be developed and deployed in a safe, secure, and ethical manner.

7. Conclusion

While this research paper has uncovered the potential of quantum key distribution (QKD) in enabling sustainable and secure communication networks, it is essential to recognize that several challenges and limitations still exist. For instance, QKD's cost-effectiveness and scalability must be enhanced to enable practical deployment in large-scale networks. Additionally, QKD's interoperability with existing infrastructure and protocols is still a challenge, requiring further research and development efforts. Furthermore, the examples of successful QKD deployments in sustainable communication networks are still limited, pointing to the need for more comprehensive research to understand the benefits and limitations of this technology in various contexts.

Based on the findings of this research, it is apparent that there is a compelling case for more research, development, and policy recommendations on deploying QKD in sustainable communication networks. To this end, the following actions are recommended:

Firstly, the deployment of QKD in sustainable communication networks requires substantial research and development efforts to overcome technical challenges and improve the scalability and cost-effectiveness of the technology. Therefore, there is a need for increased funding for QKD research and development by both governments and private sector organizations to expedite the technology's deployment. Moreover, collaboration between academia and industry is necessary to create a robust QKD deployment framework. Governments and organizations should foster partnerships between universities and companies to ensure the latest research findings are translated into practical solutions.

Secondly, critical infrastructure such as power grids, transportation networks, and financial systems are highly vulnerable to cyber-attacks, making them key targets for cybercriminals. Consequently, governments should incentivize the deployment of QKD in critical infrastructure to enhance their resilience and protect them from cyber threats. Governments should also prioritize the development of QKD research and education programs. This will encourage academic and skill interest in the field of quantum optics, photonics, and cryptography and create a workforce that is knowledgeable and skilled in the development and deployment of QKD technology.

In conclusion, QKD holds enormous potential in transforming communication networks into sustainable and secure ecosystems. However, it is crucial to recognize the challenges and limitations that still exist and take appropriate measures to address them. The recommendations outlined in this research paper are a critical step towards deploying QKD in sustainable communication networks and ensuring their security and resilience.

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