International Journal of Scientific Research in Engineering and Management (IJSREM)
Volume: 09 Issue: 11 | Nov - 2025 SJIF Rating: 8.586 ISSN: 2582-3930

Development of Low-Cost Water Purification System Using Waste Heat Recovery

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Abstract

In today's world, where clean water is getting harder to find and we need more energy than ever, reusing leftover heat from everyday sources is a smart, green way to clean water. This project builds a cheap water cleaner that grabs waste heat—like from factory smoke stacks, car engines, or even solar panels—to turn dirty water into pure stuff through boiling and cooling.

We made it with everyday stuff: a metal heat grabber, a cozy boiling box that's well-wrapped to hold heat, and a cooling spot to catch the fresh water drops. The leftover heat warms up the yucky water in the boiler until it turns to steam. Then, that steam hits a chilly metal wall and turns back into clean water, without any salts, metals, or germs.

The whole thing is cheap to build, easy to fix, and super good at using every bit of heat, perfect for villages or small towns where fancy cleaners cost too much or are hard to get. Tests show that even warmish leftover heat (60–90°C) makes a good amount of clean water, so it's real doable for little groups of people.

This work shows how grabbing extra heat can make energy use smarter and help fix the clean water problem in a way that's kind to the planet and won't break the bank. It's a cool step forward for green tech and smart ways to reuse what we'd throw away.

Keywords: Leftover heat grab, cheap cleaning, water boiling, green building, heat smarts, free energy use

Introduction

Water is life—plain and simple—but getting safe, drinkable water is a huge headache for tons of folks around the globe. Factories popping up everywhere, cities growing like crazy, and more people than ever are messing up our rivers and wells. In villages and outskirts of towns, people still pull water from dirty ground or ponds full of germs, salts, chemicals, and nasty metals. At the same time, we're just letting heat slip away from factories, cars, and power spots, heating up the air and wasting energy that could do good.

This project links those two headaches: a cheap water cleaner powered by catching that lost heat. The idea's straightforward but game-changing—snag the warmth from machine puffs or tailpipes and use it to boil dirty water into steam, then cool it back to pure drops, just like rain from clouds.

Here, the extra heat fuels it all, a boiling room does the main cleaning, and a metal cooler gathers the fresh water. We stuck to cheap, easy-to-find bits like aluminum sheets, steel buckets, and basic wraps to keep prices down. It's meant for homes or neighborhoods, especially spots where electric cleaners like RO machines or UV lights are too pricey or a pain to keep running.

What makes this special? It hands out safe water *and* shows how to reuse energy while cutting down on planet-warming junk. It's all about green living and smart loops where nothing goes to waste.

Plus, it mixes ideas from machine smarts, earth care, and fresh energy worlds. A tiny tweak like this can change lives and the environment big time. By building, testing, and pricing it out, we dug into whether grabbing heat for water cleaning works in real life.

Wrapping up, this adds to the big push for better tomorrows, where good water and smart energy walk together. It sets up room for upgrades, like auto heat switchers, sun-boosted heat grabs, or backpack cleaners, so everyone gets clean sips from energy we'd ignore.

II. Problem Spotting

Right now, we've got two big troubles bumping shoulders: not enough clean water and tons of usable heat just floating away. Even with all our tech toys, millions—mostly in villages and town edges—can't grab safe water on the cheap. Their taps or ponds get poisoned by factory spills, farm runoff, and home trash, turning drinks into dangers.

Meanwhile, every day, heat pours out from cars, factory vents, power plants, fridges, and kitchen gadgets, warming the world extra and tossing away power we could use. It's like watching good money burn.

Fancy cleaners like RO, super-filters, or UV zappers work great but cost a fortune to set up and baby along. They guzzle electricity, need strong pumps, and swap parts often—tough in broke or far-off spots. Worse, RO dumps 40–60% of the water it starts with, bad news in dry lands.

So, double whammy:

- No cheap, lasting ways to clean water that fit tight budgets, and
- Heat going begging that could power those cleaners.

The real puzzle: whip up a simple, low-fuss, earth-hugger cleaner that taps free heat for boil-and-cool water magic.

Picture it close-up: a factory belching hot air while neighbors nearby beg for safe gulps. That sky-bound warmth could bubble dirty water in a sealed pot, steaming pure and ready—nature's trick, free-powered by stuff we'd waste.

Bottom line problem: "Build a cheap water cleaner that grabs everyday leftover heat to scrub out junk, turning bad water good with green, wallet-friendly tricks."

This nails the why, the chance, and the path—flip waste to win, tackle two world woes with one clever swing.

III. Lit Check

Lit Roundup Building a smart, cheap water cleaner from leftover heat builds on past brainstorms about heat-salt splitting, heat grabs, and green cleaning tricks. This bit scans what's out there to spot wins, flops, and fresh angles.

Water Cleaning Ways Cleaning water's been hot research forever. Usual suspects: RO, super-sieves, charcoal traps, UV zaps.

- RO setups (Gupta et al., 2017) squeeze out salts and gunk with thin walls, but they suck power and chuck half the starting water.
- UV cleaners (Patil & Joshi, 2018) zap bugs good but skip chemicals and metals.
- Charcoal's ace for plant poisons, but swaps are a drag.

These rock but sting the wallet or need steady juice, no-go for cash-strapped or spotty-power crews.

Boil-and-Cool & Sun Pots Boil-cool copies rain-making: heat to puff, cool to drop pure. Tiwari and Singh (2016) poked at sun pots using rays for clean

sips—green but slaves to sun, lame on clouds or dark.

• Sloped sun pots upped drip speed (Kabeel et al., 2019), but bucks and space hogged wide use.

• Wick or basin sun pots got pep from dark paints and clear tops (Elango et al., 2017).

Sun pots are easy-peasy, but puny yields and sky moods scream for backup heat like waste puffs, for steady go.

Leftover Heat Grabs Heat-snag research spans factories. Kumar et al. (2018) pulled car puff heat via exchangers for steam/hot baths. Chen and Zhang (2020) proved mild waste (60–100°C) runs boil cycles or chillers.

Factory heat from cement/steel spots warms preps, dries, or dabbles in salt-split. But wedding heat grabs to home cleaners? Baby steps, especially cheap, spread-out ones.

Heat Grabs + Water Clean Mashups Some tinkerers blend 'em.

• Ahmed et al. (2020) hooked car puff to salty boil, hitting 70% clean.

• Jain and Bhattacharya (2021) piped a tiny genny's tail to a mini-boiler, squeezing 2 liters/hour.

• Choudhary et al. (2022) mixed sun grabbers with factory vents for all-day drips.

These nod yes to mashups but flag heat slips, weak cools, and tough-on-stuff wear from heat/rust.

Gaps We See Scan shows holes:

• Cleaners lean pricey stuff/power.

• Sun rigs low-yield, mood-swingy.

• Scant digs on mild waste heat (<100°C) for tiny cleans.

• Few eye village/home, stuck on big-factory.

Cash, fixes, tote-ability trip real rolls.

Wrap Lit screams promise for heat-powered cheap/green cleaners. Mash heat tricks with easy boil for off-net/low-cash clean. This sets stage: craft cozy, folksy unit for life use.

Lit Wrap Deep lit dive shows water woes and energy tosses team up for fix via crafty builds. Past cleans like RO, UV, sieves, charcoal shine but bite in villages—power hogs, membrane bucks, fix hassles.

Sun pots/boilers tease thermal wins, but sun-tied and low (1–2L/sqm/day), flop on gloom/night.

Flip: heaps of mild waste heat (60–90°C) from motors/furnaces/vents/home gear floats free. Digs say it's boil-ready, ripe for clean mash. Some trials link puffs/exchangers to mini-cleans with zip, but fussy/costly.

Gaps pop:

• No cheap/tiny heat-clean blends.

• Light on mild-heat home hacks.

• Skimps simple/tough/rural builds.

Lit nods: bits exist, but crave mash cheap/efficient heat-to-water gold. Sparks this gig—craft lasting unit grabbing waste heat smart, earth-kind, life-saver for neediest sips.

Research Hole Poring old works on cleans/heat use, progress shines but holes gape—cash/access/life-fit wise.

Urban/industry cleans (RO/UV/sieves) ace but rural/broke? Nah—juice/pump/membrane chains kill in far/power-thin spots. RO's water dump? Dry-land no.

Sun pots/distills green but low/sky-slave: sun-only, big pads, slow puffs—small/steady bust.

Heat grabs prove mild puffs (60–90°C) from motors/vents/home untapped. Mash trials?

Complex/costly/factory-bound. Scant on cheap/easy home/rural coils.

Big hole: no real/cheap/lasting clean grabbing free heat for boil-cool. Crave:

- Local-stuff cheap/easy build,
- Steady safe-sip churn.

Eyeball it: heat wafts free while kin thirst close. Bridge via mash turns toss to treasure.

This hunt crafts cheap boil unit snagging waste heat for clean, green fix to thirst/waste duo.

VIII. Research Path (Note: Original jumps; assuming VIII as Methodology)

This hunt's heart: flip waste heat to clean power via boil-cool, nature's rain in pocket gadget for us.

Breaks to people-steps:

Step 1: Snag Waste Heat Spots like motors, factory outs, stacks, stoves puff heat daily—usually sky-kissed waste. Here, a metal tube funnels hot puff to boil box.

- Metal flaps/copper twists grab via top heat pass.
- Setup sips sans bugging main motor/furnace, just enough warm-up.

Step 2: Boil Yucky Water Boil box cradles dirty/salty sip-to-be. Waste heat cranks till puff-off.

- Steel/alum box for zip transfer, foam/glass wrap fights leak.
- Warm rises, steam splits, junk sinks.

Step 3: Cool Steam to Drops Puff slips slim tube to cool spot.

- Cooler's metal wall, twist copper, or air-chill pad, temp-low.
- Puff kisses chill, beads pure drops.
- Drips slide to catch pot, distilled delight.

Step 4: Gather Clean Sips Drops pool in sealed glass/plastic—no re-dirt. Clear, no-smell, no-mineral pure for gulps/lab.

- Outlet puff-trap for air bits/oil whiffs. Boil junk dump/clean now/then.

Step 5: Steady Run & Heat Win Goes non-stop if heat puffs. No juice but watch temps optional.

- Zip ties to heat temp, swap space, cool speed.
- Free source? Near-zero bucks, green keeper.

V. Uses

This cheap heat-grab cleaner shines wide—real/social—sans extra juice, turning toss-warm to cheap clean.

aHome Hearth

- Fits homes by factories/shops with steady puffs.
- Village/rural pads: spotty juice but stove/genny heat aplenty.

Factory Fits

- Small/medium shops puff furnace/boiler/motor hot.
- Redirect for cool/clean/process sips, slash water/energy tabs.

Power/Engine Ties

- Plants/car motors/gennys dump heat heaps.
- Hook for fresh for fix or neighbor shares.

Clinic/Lab Lines

- Sterile/distill sips for med/lab needs, steady.

Far/Coast Corners

- Coast salty/brackish? Boat motors drive.

• Quake/ off-net zones: fancy-bust, this saves.

Farm Friends

• Hydro/nursery wash/produce rinse, chem-free safe.

VI. Limits

This heat-clean zippy/efficient, but bumps for big roll need fix.

Heat Hunt

• Ties to steady puff.

• Source off? Sips stop.

Small Sip Speed

• Hourly clean low, mild sources.

• Big thirst? Stack units or beef heat.

Warm Slips

• Some heat sneaks out transfer/boil, dips zip. Cheap wraps can't seal perfect.

Start Fuss

• Cheap but pipe/duct/cool line-up needs care.

Drop Clean Check

• Bad cool/filter? Path/metal taint lingers.

• Clean stuff, reg check key.

Spotty Go

• Motor/stove tie? Heat-on only, steady tough.

Room Need

• Cool/store bits space out safe, tight-spot snag.

VII. Wins

Heat Smart

• Grabs toss-warm, skips add power.

• Trims total use, boosts puff-source zip.

Cheap Run

• Free heat? Pennies to roll.

• Fix tabs low vs. RO/UV juice hogs.

Earth Pal

• No chem/trap, green/safe.

• Cuts heat junk by smart snag.

Easy Build

• Mech simple, local bits whip-up. Village fix/keep breeze.

Sure Sip Pure

• Boil drops bug/salt/junk-free, gulp/lab gold.

VII. Results (Note: Duplicate VII in orig; treating as Results)

System Zip

• Test rig zipped on 2kW puff like motor out or factory vent.

• Avg 1.7L clean/hour, spot-on math.

• Drops clear, no whiff, eye-pure.

Heat Win

• 60% puff grabbed to boil box.

• Big chunk of toss recycled win.

Cash/Material Real

• Mild steel/copper twists/glass local whip.

- Total tab? Way under RO/UV fancy.

Zip Match

- Beats sun pots in dim/inside—no sky whim.
- Better wrap/cool? +10–15% bump.

Sip Pure Test

- TDS <50ppm, drink gold.
- No bad bits/bugs in quick checks.

VIII. Wrap-Up

This gig on cheap heat-grab water clean nails: toss-energy to safe sips works. Blends warm tricks with green treat, real fix for thirst/cost bites.

Build/test/math: 2kW puff births 1.7L/hour distill, tech zippy/efficient. No juice, cheap bits, low fuss—village/home/factory/far fit.

Nods: motor/factory/stove puffs drive boil-cool clean. Drops pure—no salt/solid/bug—gulp/lab safe.

Bumps like low speed/heat-tie? Tame via tight wrap/multi-step/fancy snag.

All in, proves heat-clean green/cheap/lasting tech star for thirst/save fights ahead.

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