RFID Based Attendance System

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I. Abstract—

As a result of the challenges of the manual method of taking attendance in schools and colleges, an automated attendance system needs to be adopted. The challenges include difficulty in keeping the attendance list over a long period of time, unnecessary time wastage during writing or signing, improper documentation, students forgetting to write or sign the attendance paper, lecturers forgetting the attendance list in the classroom, students writing or signing illegally for an absentee among others. This project implements Radio frequency identification (RFID) automatic attendance system in educational institutions which provides the functionalities of registering students, recording attendance, making decision on the eligibility of a student to sit for an examination in a course and other functions. This work eradicates the deficiencies associated with the manual attendance system with an automated approach implemented through Radio frequency identification (RFID) technology.

Keywords : RFID,Attendance Monitoring

II. INTRODUCTION

The monitoring system for absentee's student is basically an embedded one. Here, Arduino Uno Microcontroller controls all the hardware components. This system has the core or major component as microcontroller. Uniqueness or identity of a person is easily identified by this system. The capability of differentiating persons is defined by the unique product of this system. This is possible by RFID (Radio Frequency Identification). RFID system has RFID card (with unique ID number) and RFID reader as its essential components for its functioning. In this system, RFID reader works at 125 KHz. Message alerts will be sent using GSM.

III. LITERATURE SURVEY

An idea of integrating the ubiquitous computing systems into classroom for managing the student's attendance using RFID technology. In this work, RFID technology manages student's attendance throughout the working school day. A real time intelligent system is developed in addition with RFID hardware to record student's attendance at class rooms and laboratories in a school/university environment.

An idea of Face recognition based Attendance Monitoring and Management System. The Raspberry pi module is used for face disclosure and affirmation. The camera is connected to the Raspberry pi module for face capturing. The understudy database is assembled. The database consolidates name of the understudies and there pictures. This raspberry pi module will be presented

at the front side of class to take the attendance. Camera will capture the face of each student and this picture is compared with database set. If matches occurred then corresponding student attendance is marked. Latter, the list of attendance will be displayed in the webpage through IOT (Ethernet, WIFI).

Embedded system:

Embedded system includes mainly two sections , they are

1. Hardware
2. Software

Embedded System Hardware:

As with any electronic system, an embedded system requires a hardware platform on which it performs the operation. Embedded system hardware is built with a microprocessor or microcontroller. The embedded system hardware has elements like input output (I/O) interfaces, user interface, memory and the display. Usually, an embedded system consists of:Power Supply,Processor,Memory,Timers,Serial communication ports,Output/Output circuits,System application specific circuits.Embedded systems use different processors for its desired operation. some of the processors used are Microprocessor, Microcontroller,Digital signal processor

Microprocessor vs. Microcontroller

Microprocessor

- **CPU** on a chip.
- We can attach required amount of ROM, RAM and I/O ports.
- Expensive due to external peripherals.
- Large in size
- general-purpose

Microcontroller

- **Computer** on a chip
- fixed amount of on-chip ROM, RAM, I/O ports
- Low cost.
- Compact in size.
- Specific –purpose

Embedded System Software:

The embedded system software is written to perform a specific function. It is typically written in a high level format and then compiled down to provide code that can be lodged within a non-volatile memory within the hardware. An embedded system software is designed to keep in view of the three limits:

- Availability of system memory
- Availability of processor's speed
- When the system runs continuously, there is a need to limit power dissipation for events like stop, run and wake up.

Bringing software and hardware together for embedded system:

To make software to work with embedded systems we need to bring software and hardware together .for this purpose we need to burn our source code into microprocessor or microcontroller which is a hardware component and which takes care of all operations to be done by embedded system according to our code.

Generally we write source codes for embedded systems in assembly language, but the processors run only executable files. The process of converting the source code representation of your embedded

software into an executable binary image involves three distinct steps:

1. Each of the source files must be compiled or assembled into an object file.
2. All of the object files that result from the first step must be linked together to produce a single object file, called the re-locatable program.
3. Physical memory addresses must be assigned to the relative offsets within the re-locatable program in a process called relocation.

The result of the final step is a file containing an executable binary image that is ready to run on the embedded system.

Applications:

Embedded systems have different applications. A few select applications of embedded systems are smart cards, telecommunications, satellites, missiles, digital consumer electronics, computer networking, etc.

Embedded Systems in Automobiles

- Motor Control System
- Engine or Body Safety
- Robotics in Assembly Line
- Mobile and E-Com Access

Embedded systems in Telecommunications

- Mobile computing
- Networking
- Wireless Communications

Embedded Systems in Smart Cards

- Banking
- Telephone
- Security Systems

Implementation flow:

Stage 1:

Considering the problems of existing methods and giving solution to that problem by considering the basic requirements for our proposed system

Stage 2:

Considering the hardware requirement for the proposed system

For this we need to select the below components:

1. Microcontroller
2. Inputs for the proposed system (ex: sensors, drivers etc..,)
3. Outputs (ex: relays, loads)

Stage 3:

After considering hardware requirements, now we need to check out the software requirements. Based on the microcontroller we select there exists different software for coding, compiling, debugging. we need to write source code for that proposed system based on our requirements and compile, debug the code in that software .

After completing all the requirements of software and hardware we need to bring both together to work our system. For this we need to burn our source code into microcontroller, after burning our source code to microcontroller then connect all input and output modules as per our requirement.

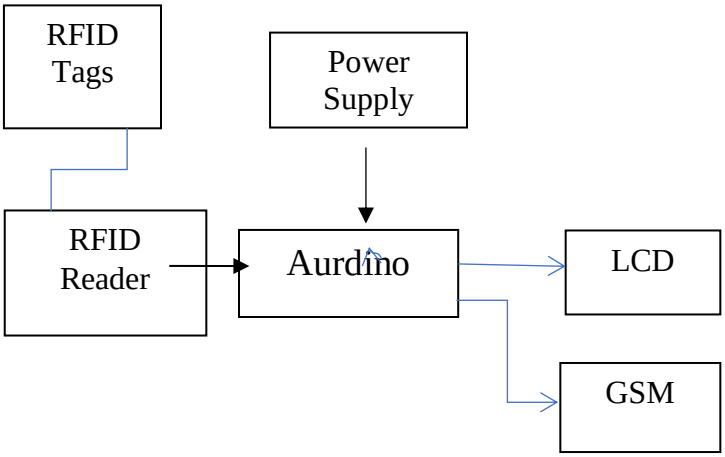
IV.EXISTING SYSTEM

Taking attendance by calling names or signing on paper is very time-taking and insecure, and also this method is inefficient. This in some cases have

come in simple forms like roll calls, while in more interesting cases, can be formats like surprise quizzes, extra credit in class, etc. These strategies are however time consuming, stressful and laborious because the valuable lecture time that could otherwise been used for lectures is dedicated to student attendance taking and sometimes not accurate. In addition to all these challenges, the attendances are recorded manually by the tutor and therefore it may lead to personal errors.

V. Proposed System:

Block Diagram



Hardware Requirements

Arduino:

Arduino Uno is a very valuable addition in the electronics that consists of USB interface, 14 digital I/O pins, 6 analog pins, and Atmega328 microcontroller. It also supports serial communication using Tx and Rx pins.

There are many versions of Arduino boards introduced in the market like Arduino Uno, Arduino Due, Arduino Leonardo, Arduino Mega, however, most common versions are Arduino Uno and Arduino Mega. If you are planning to create a project relating to digital electronics, embedded system, robotics, or IoT, then using Arduino Uno would be the best, easy and most economical option.

It is an open-source platform, means the boards and software are readily available and anyone can modify and optimize the boards for better functionality.

The software used for Arduino devices is called IDE (Integrated Development Environment) which is free to use and required some basic skills to learn it. It can be programmed using C and C++ language.

Some people get confused between **Microcontroller and Arduino**. While former is just an on system 40 pin chip that comes with a built-in microprocessor and later is a board that comes with the microcontroller in the base of the board, bootloader and allows easy access to input-output pins and makes uploading or burning of the program very easy.It is an open source platform where anyone can modify and optimize the board based on the number of instructions and task they want to achieve.

- This board comes with a built-in regulation feature which keeps the voltage under control when the device is connected to the external device.
- Reset pin is added in the board that reset the whole board and takes the running program in the initial stage. This pin is useful when board hangs up in the middle of the running program; pushing this pin will clear everything up in the program and starts the program right from the beginning.

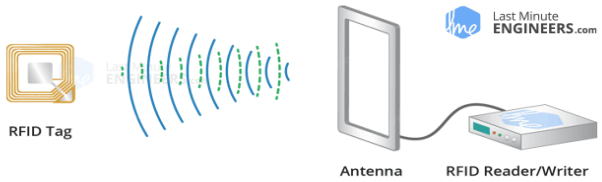
- There are 14 I/O digital and 6 analog pins incorporated in the board that allows the external connection with any circuit with the board. These pins provide the flexibility and ease of use to the external devices that can be connected through these pins. There is no hard and fast interface required to connect the devices to the board. Simply plug the external device into the pins of the board that are laid out on the board in the form of the header.
- The 6 analog pins are marked as A0 to A5 and come with a resolution of 10bits. These pins measure from 0 to 5V, however, they can be configured to the high range using analogReference() function and AREF pin.
- 13KB of flash memory is used to store the number of instructions in the form of code.
- Only 5 V is required to turn the board on, which can be achieved directly using USB port or external adopter, however, it can support external power source up to 12 V which can be regulated and limit to 5 V or 3.3 V based on the requirement of the project.

Arduino Pinout

Arduino Uno is based on AVR microcontroller called Atmega328. This controller comes with 2KB SRAM, 32KB of flash memory, 1KB of EEPROM. Arduino Board comes with 14 digital pins and 6 analog pins. ON-chip ADC is used to sample these pins. A 16 MHz frequency crystal oscillator is equipped on the board. Following figure shows the pinout of the Arduino Uno Board to operate the board on 5V. It is important to note that, if a voltage is supplied through 5V or 3.3V pins, they result in bypassing the voltage regulation that can damage the board if voltage surpasses from its limit.

Arduino Uno Technical Specifications

RFID or Radio Frequency Identification system consists of two main components, a transponder/tag attached to an object to be identified, and a Transceiver also known as interrogator/Reader.



A Reader consists of a Radio Frequency module and an antenna which generates high frequency electromagnetic field. On the other hand, the tag is usually a passive device, meaning it doesn't contain a battery. Instead it contains a microchip that stores and processes information, and an antenna to receive and transmit a signal.

To read the information encoded on a tag, it is placed in close proximity to the Reader (does not need to be within direct line-of-sight of the reader). A Reader generates an electromagnetic field which causes electrons to move through the tag's antenna and subsequently power the chip.

The powered chip inside the tag then responds by sending its stored information back to the reader in the form of another radio signal. This is called backscatter. The backscatter, or change in the electromagnetic/RF wave, is detected and interpreted by the reader which then sends the data out to a computer or microcontroller.

GSM

GSM is a mobile communication modem; it is stands for global system for mobile communication (GSM). The idea of GSM was developed at Bell Laboratories in 1970. It is widely used mobile communication system in the world. GSM is an open and digital cellular technology used for transmitting mobile voice and data services operates at the 850MHz, 900MHz, 1800MHz and 1900MHz frequency bands.

How to install Arduino IDE:

You can download the Software from Arduino main website. As I said earlier, the software is available for common operating systems like Linux, Windows, and MAX, so make sure you are downloading the correct software version that is easily compatible with your operating system.

- If you aim to download Windows app version, make sure you have Windows 8.1 or Windows 10, as app version is not compatible with Windows 7 or older version of this operating system.

The IDE environment is mainly distributed into three sections

1. Menu Bar

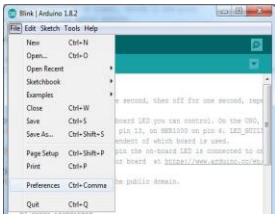
2. Text Editor

3. Output Pane

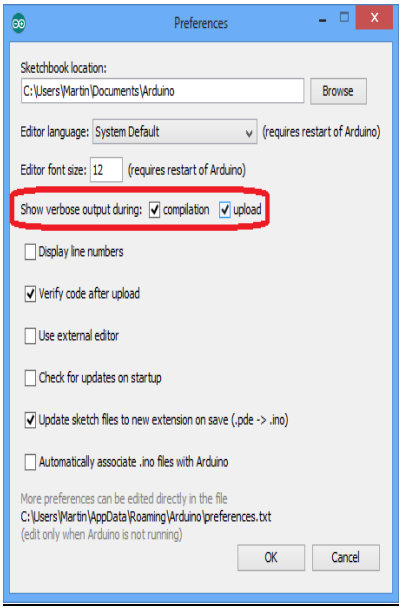
As you download and open the IDE software, it will appear like an image below.

The bar appearing on the top is called **Menu Bar** that comes with five different options as follow

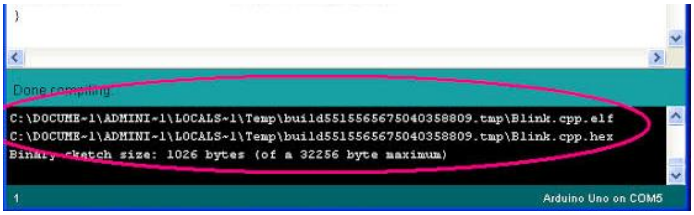
- **File** – You can open a new window for writing the code or open an existing one. Following table shows the number of further subdivisions the file option is categorized into.



As you go to the preference section and check the compilation section, the Output Pane will show the code compilation as you click the upload button.



And at the end of compilation, it will show you the hex file it has generated for the recent sketch that will send to the Arduino Board for the specific task you aim to achieve.



- **Edit** – Used for copying and pasting the code with further modification for font

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VI. ADVANTAGES

- Lessen paperwork and shop time and money with cell and cloud-based attendance management device
- Take away duplication and errors in time and attendance entries.
- Track the attendance of teachers and staff, assign work and manage allocation
- Auto-generate diverse types of reviews of class or pupil attendance.

VII. CONCLUSION

In this project RFID (Radio frequency identification) based student monitoring system using GSM is used the identification system that employees radio waves to retrieve data from a device which is called a TAG or Transponder. It can also be implemented and used for different applications like ID card, hostel student monitoring etc. Here, the RFID card is used for the ID card of the students of a college. Every student will have an RFID card.

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