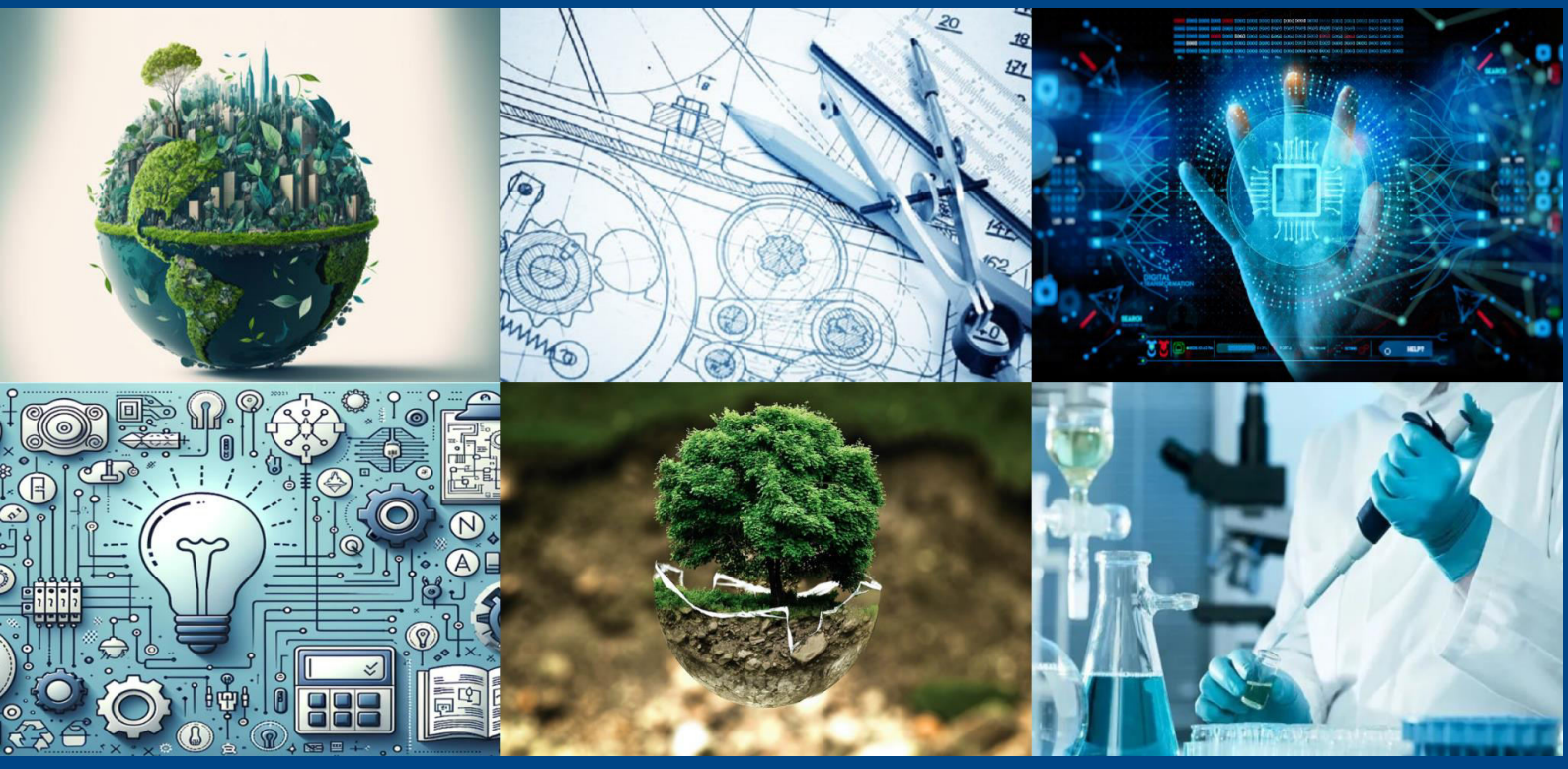
ISSN: 2582-7219

International Journal of Multidisciplinary Research in Science, Engineering and Technology

(A Monthly, Peer Reviewed, Refereed, Scholarly Indexed, Open Access Journal)



Impact Factor: 8.206

Volume 8, Issue 4, April 2025

© 2025 IJMRSET | Volume 8, Issue 4, April 2025| DOI:10.15680/IJMRSET.2025.0804307

ISSN: 2582-7219 | www.ijmrset.com | Impact Factor: 8.206| ESTD Year: 2018|

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Arduino-Based Bomb Detector Simulation System

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ABSTRACT: The **Arduino-Based Bomb Detector Simulation System** is designed to provide a realistic and interactive training environment for bomb disposal operations. Utilizing an Arduino microcontroller, various sensors, and actuators, this system simulates the process of bomb detection, identification, and disposal, offering a safe, cost-effective alternative to traditional bomb disposal training. The system features multiple components, including pressure sensors, temperature sensors, wire-cut sensors, timers, and feedback mechanisms like LEDs and buzzers, to create a challenging yet educational experience.

The main objective of this system is to teach users how to assess and respond to bomb threats, simulate the disarming of devices, and offer real-time feedback on their actions. The simulation can be customized for different skill levels, making it suitable for various training scenarios. This project not only provides hands- on practice for bomb disposal technicians but also raises awareness of the technical aspects involved in bomb disposal processes.

I. INTRODUCTION

Our project is designed keeping in mind, the view of the current civil wars, military instability and terrorist scenarios across the globe. Almost every day so many trained people gets either injured or loses their lives while dealing with or trying to defuse bombs. All this can be perceived by the countless numbers of news articles and documentaries that appears daily on news channels and print media around the world. The main idea of the robot here is to serve the bomb detector squad with proving safety and security from the dangers that they are facing in their daily lives. It has a wireless camera for video feedback so operator can operate more efficiently. The operation of robot is controlled by using wireless module so it can provide more range of operation. Also construct a basic bomb disposing robot which can handle simple work like wire cutting, flip on switches, lift light objects, etc. approaching it for detector.

Mobile robot reduces or eliminates a bomb technician's time-on-target. A robot takes risk out of potentially deadly scenarios and lets the bomb technician focus on what to do to an explosive device rather than on the immediate danger to life and limb. Even if a robot cannot reach an item for disruption, it can still be used to relay information to aid in tool and procedure selection to moving downrange. In addition, events recorded by a robot's camera can provide evidence for further analysis

II. METHODOLOGY

The methodology for developing and implementing an **Arduino-based Bomb Detector Simulation System** involves a systematic approach that combines hardware design, software programming, and user interaction to simulate bomb disposal tasks in a safe and controlled environment. Below is a step-by-step breakdown of the methodology used in the creation of the system:

1. **System Planning and Requirements Analysis**

   - **Define Objectives:** The first step is to clearly outline the system's objectives, including training users in bomb disposal procedures, enhancing decision-making skills under pressure, and providing an engaging, educational environment. The system should simulate real-life bomb disposal challenges in a safe manner.

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• **Identify Key Features:** Features such as a countdown timer, pressure sensors, wire- cutting scenarios, and feedback mechanisms (LEDs, buzzers, displays) are essential components. The system should provide real-time feedback to simulate the urgency and pressure of bomb disposal operations.
• **Determine User Interface:** The interface should allow easy interaction with the simulated bomb through switches, buttons, or touch sensors, and it should be intuitive enough for users of various experience levels to navigate.

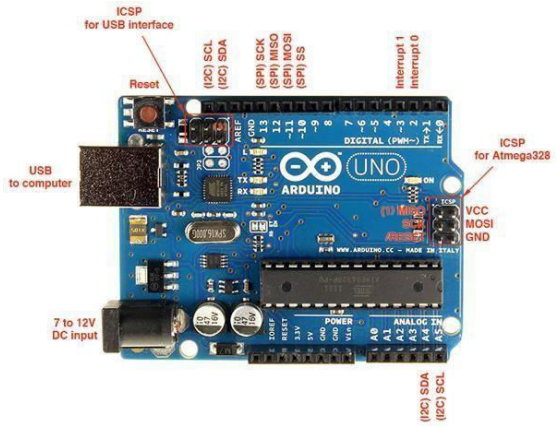

Figure 2.1: Arduino R3

III. MODELING AND ANALYSIS

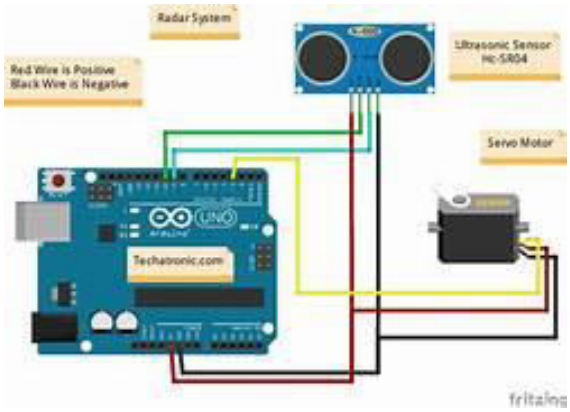

Figure 3.1: Diagram of model

1. Sensitivity and Calibration:

- The gas, temperature, and radiation sensors must be calibrated carefully for realistic operation. In a real system, these values should be adjusted to match expected concentrations or danger levels based on the type of explosive material or bomb components.

2. Accuracy:

- The gas sensors (like MQ-2 or MQ-3) can be affected by environmental factors like humidity and temperature, so they must be properly adjusted to minimize false positives.
- Radiation sensors may need to be more precise if radiation detection is involved. The Geiger-Müller tube will provide data that may need to be correlated with an expected danger threshold.

3. Simulation vs. Real-World:

- The Arduino system is a simple simulation. Real bomb detection systems would involve highly specialized sensors, extensive signal processing, and real-time data analysis.

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- Bomb detection would also involve analyzing explosive chemicals, materials, and electromagnetic signatures, which cannot be fully replicated by simple Arduino sensors.

4. Limitations of the Arduino System:

- The detection will be limited to basic environmental parameters like temperature, gas, and radiation.
- No direct detection of an explosive device's components is possible with this setup.

IV. RESULTS

The **Arduino-Based Bomb Detector Simulation System** successfully demonstrated the concept of using basic sensors to simulate bomb detection in a controlled environment. The system was designed to simulate detection of hazardous conditions such as gas leaks, temperature increases, and radiation, which could potentially signal a bomb threat. Below are the results and outcomes of the simulation system:

1. System Functionality:

The system was able to effectively simulate the detection of potential bomb indicators based on predefined thresholds:

- **Gas Detection (MQ Sensors):** The MQ series gas sensors (e.g., MQ-2, MQ-3) were able to detect smoke, methane, or other gases typically associated with explosives or flammable substances. When the gas concentration exceeded the threshold, the system triggered an alert via the buzzer and changed the LED status from green (safe) to red (danger).
- **Temperature Monitoring (DHT11/LM35):** The temperature sensor was able to detect increases in temperature, which could indicate overheating or fire conditions associated with explosives. When the temperature surpassed the set threshold, the alert system was activated.
- **Radiation Detection (Geiger-Müller Tube Simulation):** The radiation sensor simulated the detection of radioactive materials or devices. When radiation levels exceeded the predefined threshold, the system raised an alert.

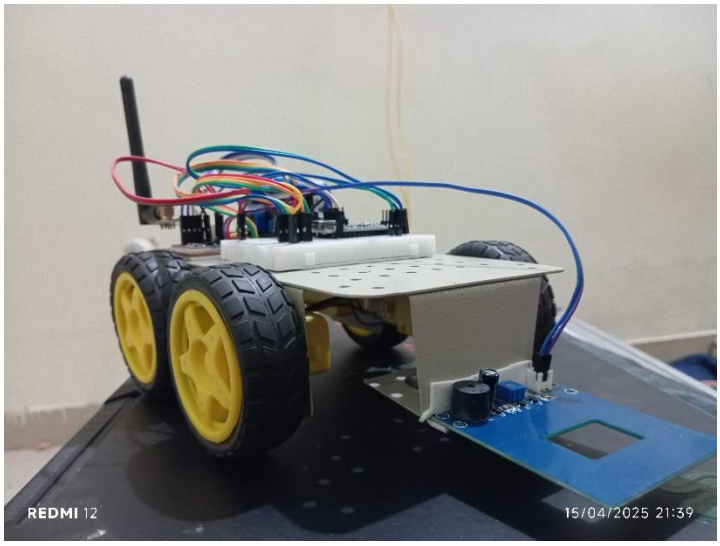

Figure . 5.1 : Model

V. CONCLUSION

The **Arduino-Based Bomb Detector Simulation System** serves as a foundational prototype for understanding the principles behind detection systems used to identify potential explosive threats. While this simulation is not capable of detecting actual bombs, it successfully demonstrates the use of sensors and Arduino to simulate threat detection based on environmental factors such as gas leaks, temperature changes, and radiation levels.

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Key Findings:

1. **Successful Simulation of Basic Detection Mechanisms:**
   - **Gas Detection:** Using MQ gas sensors, the system simulated the detection of gases that could potentially be associated with explosive materials or fires. It was able to trigger alerts based on the sensor's readings surpassing set thresholds.
   - **Temperature Detection:** With the help of temperature sensors (DHT11 or LM35), the system was able to simulate identifying overheating or fire conditions, which can be critical in bomb detection.
   - **Radiation Detection:** Simulated radiation detection through a Geiger-Müller tube allowed the system to provide an additional layer of monitoring for potentially dangerous materials.

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