

# **CYBERNATICS IN ARTIFICIAL INTELLIGENCE**

### (A NEW WAY TO ARRANGE DATA IN STORAGE SYSTEM)

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## ABSTRACT

This is an idea of processing & arranging the data that allow a system to store the data in a hard drive or any type of storage system that allow a user to access the large data into the specific manner, this simplified method store the data as well as helpful in finding the data when we need it, & also it will increase the speed of system file accessing module to Reduce the time, effort, & also reduce many threads, for better efficiency. This process will gain speed as well as reduces noise from data, or also reduce the chance of data redundancy. Most of the system or processes & processor using electromagnetic technology to active or de-active the transistor, capacitor or electrodes to store the data, this will reduce the multiple technology dependency based on the particular system to reduce the time or faster store the data whenever you want.

### INTRODUCTION

Data storing Technology is not a new thing, it comes too many years earlier for storing the data. First it will happens in 1938 in a small place, Where a KB size data store in such a manner that it can be reused multiple time for accessing it, or don't need to store the data again & again, but there was an problem in that when we store the data in a electrical system, This will reduce the time but typically to maintain the electricity continuous flow to store the data till the system have electricity. So that it will used the electrodes to store the data by which the data have continuous access. This will store the data in the terms of data in positive (+) or negative(-) manner in such a way that a data looks like a pulse rate of Human, So the data have don't need of electricity to access the data whenever we lost electricity due to any conditions, & we don't need to multiple time for store the data.

As we know that, all data store in a Binary code & this binary code also further translate to electrical signals i.e (+) or (-). So that the data store continuously in such a manner as shown in figure which are described as below:-



Here I want to show you how the data have look like



So that here is a image that show the binary digit in a 3D format, that allow a system to store data in a binary buildings block, These blocks are called packets or sometimes it's in on the requirements.

When we sent Data from one place to another , Than these packet move from one place to another to store the information, & they also contains address of memory place where it want to move., The data Packet is Look like :

large or small sizes & variable sizes depend



This will contains 3 main segmentsTCP(transmissioncontrolprotocol),IP(internet protocol) & Payload of data.

# LITERATURE SURVEY

As we know that new way comes time to time to store the large data again & again & it will increase as per requirement, so for arranging it the new ideas comes in market with new technology, hardware for storing it.

we find during in my research survey, when we store the data it will take too much time when we need to store or transfer the large file, so that we need to have a idea for recovering this problem of time consuming in transferring of data. So I have a Idea to outcome this problem is that we take a example for clarify that.

Let us assume that we need to transfer the data from one place to another whatever via internet or from one place to another.

As we know that data packet contains source address, destination address, file size,

Header, recovery part, returning path in case

of failure (it will only in few cases.)

So the idea is "we break the all parts of data packet from main data and store in a single file " for another same packet , need to arrange the remaining address such as file, SA,DA & many more things. , Again repeat steps for all data , but here we take only single large file apprx. size (10GB). Make 100 singles file of 10 GB , & break this 100 packet into main data or other not showing data in such a manner that we have only two file in final :-

- 1. One file contain main data.
- 2. Second file contain remaining data.

Now first transfer file 1(main data file), this will reach the destination fastly from the remaining packets process tranfering procedure. & we received data, but here is a problem that we can't open it, due to its not a proper packet, so we send secondary file that have other detailed of data. this process allow to break the data & when we need to open it, the system access the remaining file at the time of clicking through server, bcz file save on server.

we know that we don't open all file on a single time in most of the cases. so this will improve the reaching speed of data.





Fig: This figure show data packet details.

Header	Sender's IP address Receiver's IP address Protocol Packet number	96 bits
Payload	Data	896 bits
Trailer	Data to show end of packet Error correction	32 bits

# Fig: This figure show data packet with details

# **OBJECTIVE**

The Main objective of this project is to increase speed , reduce hardwares requirement on client side, & use this one on server or cloud storage, for enhancing the feature of transferring, accessing the data.

This will be basically a idea and need a proper architecture or technology, hardware & structural procedure for implementing it. it will help billions of people & also reduce the slap of higher amount on client side.



Fig: Show travelling life of data packets

### This will show data packet structure

IJNRD2306215 International Journal of Novel Research and Development ( <u>www.ijnrd.org</u> ) C	c111
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### FUTURE SCOPE

The main scope is to reduce the cost of implementing the hardware & software or data structrue.future standing is the one of the important part of every research, This will reduce the time of of data travelling needed them for transferring it from one place to another. This helps in maintain the quality of data and reduce data redundancy or increase the flexibility in nature of data packets.



CONCLUSION

This idea makes a futureristic memory transfeering system as well as storage system for any of the devices that used memory system.

most of the waste data store on cloud storage & can be accessed according to the requirements.

