



## **Master thesis**

**How can sensing techniques redefine our interaction with plants ?**

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# **1 Introduction**

## **1.1 Background motivation**

## **1.2 Context and overview**

## **1.3 Problematic**

## **1.4 Research domain**

## **1.5 Contributions**

## 2 State of the art

### 2.1 Plant as sensor

#### 2.1.1 Human-Plant cohabitation

Plants have a lot of benefic effects on human. The study from Charles Hall and Melinda Knuth [1] explain all the benefits of plants on our human system. Watts and al. shows that urban "greening" (add green spaces in urban city) increase tranquility, relieve stress and anxiety [2]. An experience has been conducted in offices by Ikei and al [3] to expose roses to employees. The experience showed that the "parasympathetic nervous activity was significantly higher while viewing the rose". The subjects were more comfortable being expose to roses than people that were not.

#### 2.1.2 Human-Plant interaction

The human plant interaction has been studied. Seow and al. [4] created a framework that is able to detect when something (and someone) interact with a plant. However, this is not any plant, the plant used is the *Mimosa Pudica*. This plant is special, when something touches its leaves, the plant closes its leaves to protect them from the danger [5]. An electrical impulse is released and is catch by the device Seow and al. developed. The electrical signal is easy to catch and thus can be used as actuator. However, the plant needs time and energy to re-open the leaves. This framework also can't be generalized to other species of plants.

Sato and al. used the process of capacitive sensing to detect interaction with objects of our daily lives [6]. In this paper, they proposed a device called *Touché* that use swept frequency capacitive sensing to detect touch interaction but also more complex interactions (such as interacting with a finger, the whole hand...). More complex interactions are captured using machine learning algorithm.

This paper doesn't apply the device to plants. Poupyrev and al. [7] used the device on plant to demonstrate the usage. This swept frequency technique is usable and better than the previous single frequency technique as it captures more data. In there article, Honigman and al. [8] adapted the *Touché* device to be use with an Arduino\* microcontroller. This allowing people to reproduce the set-up easily.

#### 2.1.3 Plant as sensors Plant transformed into sensors

#### 2.1.4 Silicon Made sensors

#### 2.1.5 Sonification on micro-controllers

MCUs<sup>†</sup> [9] is a kind of small computer. Those devices can be used to generate sound. The most common way of doing electronical music is to use MIDI<sup>‡</sup> [10]. MIDI has been created in order to create music with digital computer. MIDI do not describe directly the audio signal but the human actions to create the signal (such as turn the knob left, push the slider...).

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\* Open source compute unit

† Micro-controllers

‡ Musical Instrument Digital Interface

MCU are able to produce those kind of directives [11][12]. However, the MCU can produce MIDI but MIDI does not directly generate sounds. A synthesizer is needed to create the sound described.

For our use case of embedding the device, we look at MCU that were able to directly generate the signal from a DAC<sup>§</sup>. Projects had been conducted with many microcontrollers such as a small 8 bits AVR microcontrollers (ATmega32) [13]. This paper does not include limitation of such a product but we can guess that the 8 bits microcontroller is limiting the sound quality. A larger project from Shaer and al. [14] is including an Arduino Mega controlling the visual effect of the project, but also the interaction sensors. The Arduino Mega is then sending MIDI information to Teensy 3.2. The Teensy is then generating the sound. The project is still too large to be fully embedded but the Teensy 3.2 is a promising compute unit. The Teensy 3.2 is running at 72 MHz, way faster than the ATmega32 that is operating at 16MHz. The frequency is essential when trying to produce sound signals.

### **2.1.6 Commercial products**

## **2.2 Internet of Plants**

### **2.2.1 Distributed instruments**

### **2.2.2 Sonification using software**

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<sup>§</sup> Digital to Analog Converter

### **3 Plant as sensor**

#### **3.1 The electronical interface**

#### **3.2 Human interaction**

##### **3.2.1**

##### **3.2.2 User study**

#### **3.3 ...**

## **4 Internet of Plants**

### **4.1 Overview**

### **4.2 Communication**

### **4.3 Server**

### **4.4 Deployment and application**

### **4.5 Conclusion**

## 5 Conclusion



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