# California State University, Fresno

# **Electrical and Computer Engineering Department**

	Experiment Title:	Project Proposal
	Course:	ECE 186A: Senior Design I
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## TABLE OF CONTENTS

Se	ection	Page
Ti	tle Page	. 1
Та	able of Contents	. 2
1	The Team	. 3
2	Goals	. 3
3	Objectives	. 3 . 3 . 3
4	Background	. 4 . 4 . 4
5	Feasibility 5.1 ESP8266 Microcontroller 5.2 ATmega328P Microcontroller 5.3 2.8" TFT LCD Touchscreen 5.4 DHT22 Sensor 5.5 Uxcell AC Current Sensor 5.6 Barometric Pressure Sensor 5.7 Brightness Sensor 5.8 Sound Sensor 5.9 Cloud Server	. 4 . 5 . 5 . 5 . 6 . 6
6	Input/Output Diagram	. 6
7	Project Timeline	. 10

#### 1 THE TEAM

Team Name: Sensor Network

Team Members: Nick Morley

Jonathan Richards

Technical Advisor: Dr. Hovannes Kulhandjian

Course Instructor: Dr. Reza Raeisi

## 2 GOALS

- Create a system to collect, transport, analyze, store, and visualize sensor data
- Control external systems manually or automatically according to sensor inputs
- Access user interface anywhere with an internet connection

## 3 OBJECTIVES

## 3.1 Modularity

- The network shall be modular and be composed of a wireless network of similar nodes with one base station
- The nodes shall be modular and support a variety of sensors and controllers interfacing over a common hardware/software interface

## 3.2 Dynamic

- The network shall be able to respond to the dynamic addition or removal of nodes
- The nodes shall support hot-plugging of sensors
- The client application shall view live data from the sensors

## 3.3 Interactive

- The nodes shall generate alerts for the user to respond to
- The user shall control the node's sensors and controllers from the client application

#### 3.4 Easy to Use

- The user application shall allow easy configuration of new nodes and sensors
- The historic data shall be presented in a clean, graphical manner to the user
- The user interface shall be intuitive and user friendly

#### 4 BACKGROUND

## 4.1 Microcontroller Programming and Interfacing

Both team members of our team have experience programming a wide variety of microcontrollers to interface with the outside world. This knowledge will be vital to interfacing with the sensors to gather data into our network and controlling exterior devices. It will also be useful for interprocessor communication to relay messages from one end of the network to the other (including the user's phone).

#### 4.2 Wireless Communication

Nick has some experience with establishing communication between a few processors through multiple point to point links. This will help us get starting, but we will put further research into how to implement a mesh network, including routing algorithms.

## 4.3 Data Storage, Processing, and Serving

Both team members have some server-side experience in spinning up servers and presenting data to the user from a database. Nick also has experience funneling data into the database that will be important for establishing communication between the server and base station to transfer data into the database. Since our sensor data will be highly compressable, we will implement a custom compression algorithm to minimize network and server resources.

## 4.4 Mobile App Development

Both team members have some web application experience we will leverage for first creating a web interface to our network. We will then port our web application to Android and iOS.

#### 5 FEASIBILITY

## 5.1 ESP8266 Microcontroller

The ESP8266 microcontroller is a low cost microcontroller with integrated, long-range wireless communications that will be the master control unit of each node. The most important features for our purposes are:

- Unit cost of \$2.44 in lots of 10 or more
- Range of 366 meters with standard consumer wireless router and range of 3.71 kilometer with long range access point
- I<sup>2</sup>C interface for communicating with sensor modules
- Analog to digital converter for monitoring supply voltage (if we deploy battery powered nodes)
- UART port (if we interface multiple ESP8266s on a node)
- 13 general purpose input/output pins for buttons and status LEDs

## 5.2 ATmega328P Microcontroller

The ATmega328P microcontroller is a low cost, general purpose microcontroller. To simplify the software and hardware interface between the sensors and our network, each sensor module will contain an ATmega328P. This enables a simple, common interface between the node and sensor module over I<sup>2</sup>C and offloads the sensor monitoring from the ESP8266. It also makes the sensor modules more universal since adding or changing sensors will not require a firmware update on the node itself. Instead the sensor specific firmware is stored on the ATmega328P that is bundled with the sensor. The most important features for our purposes are:

- Unit cost of \$1.21 in lots of 10 or more
- Wide variety of intefaces to talk to the sensor based on it's specific needs
  - 20 genneral purpose input/output pins
  - 8 channel analog to digital converter
  - 6 pulse width modulation outputs
  - SPI
  - UART
  - $I^2C$

## 5.3 2.8" TFT LCD Touchscreen

The touchscreen allows the node to have a direct and convienent user interface. For example, on a thermostat it would allow the user to see the current temperature, change the set point, view the energy usage of the air conditioner, and view a plot of the temperature without having to pull up the client app. It can also be used to aid in the initial setup process. It is not strictly necessary, but offers a polished feel to the system for the user to immediately see the system working. The most important features for our purposes are:

- Unit cost of \$8.19
- Full color screen for displaying user interface
- Touch enabled for user input

## 5.4 DHT22 Sensor

The DHT22 temperature and humidity sensor can serve for either a weather station or thermostat node. It interfaces with the ATmega328P over a digital tri-state bus. The most important features for our purposes are:

- Unit cost of \$5.99
- Temperature range of -40 80 °C
- Temperature accuracy of  $\pm 0.5$  °C
- Humidity range of 0 100% RH
- Humidity accuracy of  $\pm 2\%$  RH

#### 5.5 Uxcell AC Current Sensor

The current sensor is non-invasive and plugs into a 3.5 mm TRS connector. Since it is non-invasive, the client safely clips it around the device they would like to measure without

having to cut any wires. The most important features for our purposes are:

- Unit cost of \$11.19
- Measures up to 100 A loads (can be used for air conditioners or entire house)
- Common connector

## 5.6 Barometric Pressure Sensor

The barometeric pressure sensor allows us to enhance a weather station's measurements or track the node's elevation. The most important features for out purposes are:

- Unit cost of \$4.34
- Pressure range of 300 1100 hPa
- Pressure accuracy of 0.02 hPa
- Elevation range of -500 9000 meters
- Elevation accuracy of 17 cm
- I<sup>2</sup>C interface

## 5.7 Brightness Sensor

The brightness sensor is a photoresistor that can detect the ambient brightness level of the room. It can be used to monitor when people leave the lights on or track sunrise/sunset. We can also mount multiple sensors on each module pointed in different directions The most important features for our purposes are:

• Unit cost of \$0.03 in lots of 100 or more

#### 5.8 Sound Sensor

The sound sensor is a microphone that can detect people talking or serve as a spectrum analyzer using digital signal processing.

## 5.9 Cloud Server

The cloud server will store historic sensor data and serve the web application for the users in addition to hosting the project management software for this project. It is the single entry point for users to access the sensor network from the internet.

## 6 INPUT/OUTPUT DIAGRAM

The logical datapath for the project is diagramed in Figure 6.1. The network diagram for connecting different physical modules are presented in Figure 6.2. The inputs/outputs are summarized below.

- Sensor Data
  - Temperature
  - Humidity
  - Barometric Pressure / Elevation
  - Current / Energy usage
  - Brightness

- Sound
- Control Devices
  - Air Conditioner / Heater
  - LEDs
  - Outlets
  - Lights
- Node Configuration
  - Sampling Rate
  - Precision
  - Control Conditions
  - Network
  - Link to Account
- Plotted Sensor Data
  - Organize sensor data graphically for user
- Sensor Data Analytics
  - Averages
  - Cumulative Totals
- Network Status
  - Nodes online
  - Last sensor readings

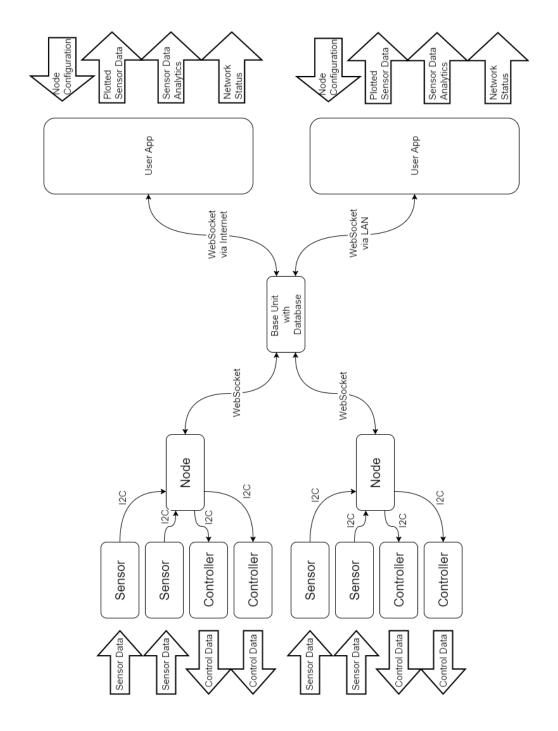


Figure 6.1: The Logical Datapath

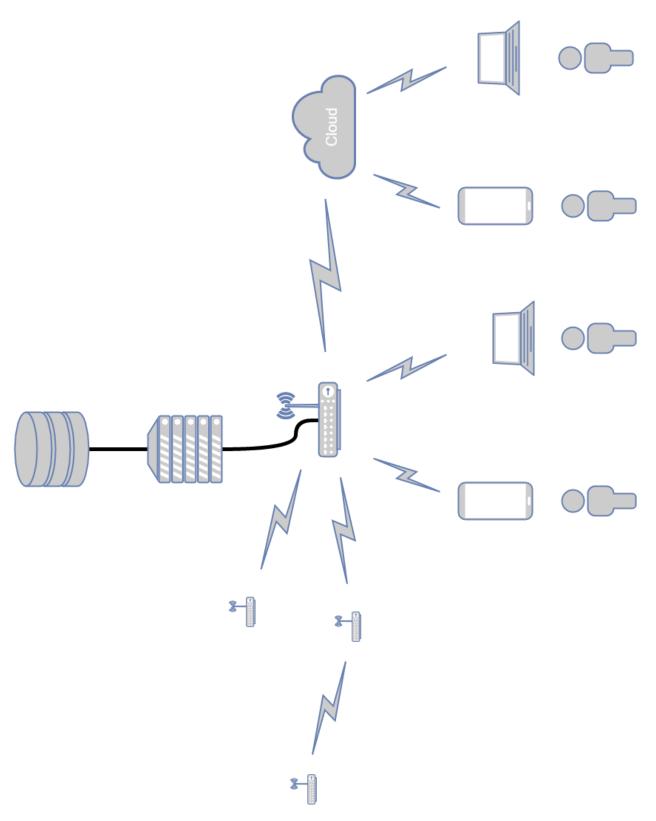


Figure 6.2: The Physicial Datapath

# 7 PROJECT TIMELINE

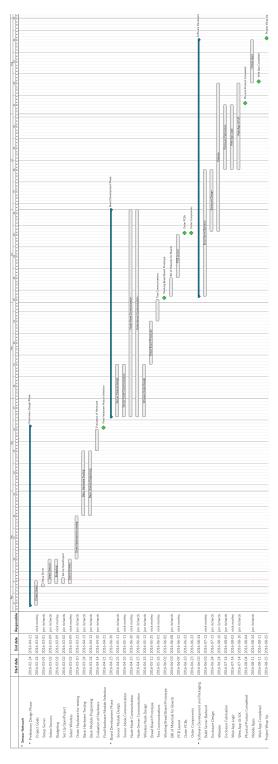


Figure 7.1: Gant Chart for Project Timeline