Sensor Programming Tutorial

Sensors in Tmote Sky

- Most IoT devices include sensors, and the data streams from this sensors are an important component of the IoT concept
- The Tmote Sky mote has integrated sensors for temperature, humidity and light intensity
- Sensors are managed in Contiki OS as follows
 - The library "dev/sht11/sht11-sensor.h" is used to manage the temperature and humidity sensors
 - The library "dev/light-sensor.h" is used to manage the light intensity sensor

Sensor Simulation Example

- The simplest way to open the simulation is to select "Sensor Simulation" in the IoTrain-Sim interface
- Alternatively, you can open it manually as follows
 - Open Cooja
 - Click File > Open simulation > Browse...
 - Go to the folder "iotrain-sim/database/fundamental_training/ single_node/sensing/simulation/"
 - Select the file "sensor.csc"
 - Click Open
- Once the simulation control window appears, click the "Start" button to begin the simulation
 - The mote will print data from all sensors as described next
 - The logical running time for this simulation is set to 10 minutes

Source Code Commentary

- Print data from all sensors every two seconds
 - Source code: iotrain-sim/database/fundamental_training/ single_node/sensing/simulation/sensor.c

```
#include "contiki.h"

#include "dev/light-sensor.h"
#include "dev/sht11/sht11-sensor.h"

#include <stdio.h>
#include <math.h>

/*______*/
PROCESS(sensor_acq_process, "Sensor Acquisition");
AUTOSTART_PROCESSES(&sensor_acq_process);
```

Source Code Commentary (cont.)

```
PROCESS THREAD(sensor acq process, ev, data)
      static struct etimer et;
      static int val;
      static float s = 0;
      static int dec;
      static float frac;
      PROCESS BEGIN();
      printf("Starting Sensor Example.\n");
      while(1)
                                                      // Set timer to repeat the iterations every 2 seconds
             etimer set(&et, CLOCK SECOND * 2);
                                                     Activate light sensor to measure the light intensity and
             SENSORS ACTIVATE(light sensor);
             SENSORS ACTIVATE(sht11 sensor);
                                                      sht11 sensor to measure temperature and humidity
             PROCESS WAIT EVENT UNTIL(etimer expired(&et));
             val = sht11 sensor.value(SHT11 SENSOR TEMP); // Get the temperature sensor value
             if(val != -1)
                   s = ((0.01*val) - 39.60); // Calibrate the sensor value by doing some calculation
                   dec = s;
                   frac = s - dec;
                   printf("\nTemperature=%d.%02u C (%d)\n", dec, (unsigned int)(frac * 100),val);
```

Source Code Commentary (cont.)

```
val=sht11 sensor.value(SHT11 SENSOR HUMIDITY); // Get the humidity
           if(val!=-1)
                 s = (((0.0405*val) - 4) + ((-2.8*0.000001)*(pow(val,2))));
                 dec = s;
                 frac = s - dec;
                 printf("Humidity=%d.%02u %% (%d)\n", dec, (unsigned int)(frac * 100),val);
           val = light sensor.value(LIGHT SENSOR TOTAL SOLAR); // Get the light
           if(val != -1)
                 s = (float)(val * 0.4071);
                 dec = s;
                 frac = s - dec;
                 printf("Light=%d.%02u lux (%d)\n", dec, (unsigned int)(frac * 100),val);
            etimer reset(&et);
            SENSORS DEACTIVATE(light sensor);
                                                       Deactivate all the sensors
            SENSORS DEACTIVATE(sht11 sensor);
      } //end of while
PROCESS END();
```

Exercise

 Create an application with a button that, when pressed, displays the value of the light sensor as in the figure



- Verify the program by running it in Cooja and checking the console output when the button is pressed
- Hints
 - Remember to modify the Makefile by adding the new file name to "CONTIKI_PROJECT"
 - You can check the following file for a possible solution: "iotrain-sim/database/fundamental_training/single_node/ sensing/simulation/button-light-sensor.c"