Developing a robust system for occupancy detection in the household

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Abstract

This is the abstract.

Keywords: keyword, keyword
CR Categories: category, category

A digital copy of this document and supporting files can be found at `http://github.com/atyndall/honours`.

Acknowledgements

These are the acknowledgements.

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CHAPTER 1

Introduction

The proportion of elderly and mobility-impaired people is predicted to grow dramatically over the next century, leaving a large proportion of the population unable to care for themselves, and also reducing the number of human carers available [8]. With this issue looming, investments are being made in technologies that can provide the support these groups need to live independent of human assistance.

With recent advance in low cost embedded computing, such as the Arduino and Raspberry Pi, the ability to provide a set of interconnected sensors, actuators and interfaces to enable a low-cost 'smart home for the disabled' that takes advantage of the Internet of Things (IoT) is becoming increasingly achievable.

Sensing techniques to determine occupancy, the detection of the presence and number of people in an area, are of particular use to the elderly and disabled. Detection can be used to inform various devices that change state depending on the user's location, including the better regulation energy hungry devices to help reduce financial burden. Household climate control, which in some regions of Australia accounts for up to 40% of energy usage [5] is one area in which occupancy detection can reduce costs, as efficiency can be increased with annual energy savings of up to 25% found in some cases [7].

While many of the above solutions achieve excellent accuracies, in many cases they suffer from problems of installation logistics, difficult assembly, assumptions on user's technology ownership and component cost. In a smart home for the disabled, accuracy is important, but accessibility is paramount.

The goal of this research project is to devise an occupancy detection system that forms part of a larger 'smart home for the disabled', and intergrates into the IoT, that meets the following qualitative accessibility criteria;

- *Low Cost*: The set of components required should aim to minimise cost, as these devices are intended to be deployed in situations where the serviced user may be financially restricted.

- *Non-Invasive*: The sensors used in the system should gather as little information as necessary to achieve the detection goal; there are privacy concerns with the use of high-definition sensors.

- *Energy Efficient*: The system may be placed in a location where there is no access to mains power (e.g. roof), and the retrofitting of appropriate power can be difficult; the ability to survive for long periods on only battery power is advantageous.

- *Reliable*: The system should be able to operate without user intervention or frequent maintenance, and should be able to perform its occupancy detection goal with a high degree of accuracy.

To create a picture of what options there are in this sensing area, a literature review of the available sensor types and wireless sensor architectures is needed. From this list, proposed solutions will be compared against the aforementioned accessibility criteria to determine their suitability.

CHAPTER 2

Literature Review

To achieve the accessibility criteria, a wide variety of sensing approaches must be considered. It can be difficult to approach the board variety of sensor types in the field, so a structure must be developed through which to evaluate them. Teixeira, Dublon and Savvides [24] propose a 5-element human-sensing criteria which provides a structure through which we may define the broad quantitative requirements of different sensors.

These quantitative requirements can be used to exclude sensing options that clearly cannot meet the requirements before the more specific qualitative accessibility criteria will be considered for those remaining sensors.

The quantitative criteria elements are;

1. *Presence*: Is there any occupant present in the sensed area?
2. *Count*: How many occupants are there in the sensed area?
3. *Location*: Where are the occupants in the sensed area?
4. *Track*: Where do the occupants move in the sensed area? (local identification)
5. *Identity*: Who are the occupants in the sensed area? (global identification)

At a fundamental level, this research project requires a sensor system that provides both Presence and Count information. To assist with the reduction of privacy concerns, excluding systems that permit Identity will generally result in a less invasive system also. The presence of Location or Track are irrelevant to our project's goals, but overall, minimising these elements should in most cases help to maximise the energy efficiency of the system also.

Teixeira, Dublon and Savvides [24] also propose a measurable occupancy sensor taxonomy (see Figure 2.1 on the following page), which categorises different

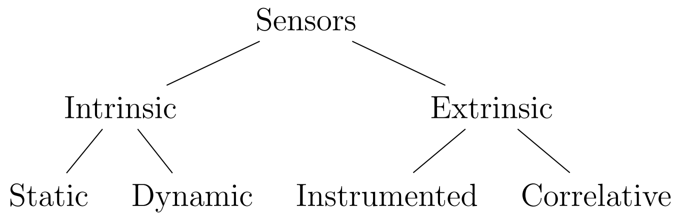


Figure 2.1: Taxonomy of occupancy sensors

sensing systems in terms of what information they use as a proxy for human-sensing. We use this taxonomy here as a structure through which we group and discuss different sensor types.

2.1 Intrinsic traits

Intrinsic traits are those which can be sensed that are a direct property of being a human occupant. Intrinsic traits are particularly useful, as in many situations they are guaranteed to be present if an occupant is present. However, they do have varying degrees of detectability and differentiation between occupants. Two main subcategories of these sensor types are static and dynamic traits.

2.1.1 Static traits

Static traits are physiologically derived, and are present with most (living) occupants. One key static trait that can be used for occupant sensing is that of thermal emissions. All human occupants emit distinctive thermal radiation in both resting and active states. The heat signatures of these emissions could potentially be measured with some apparatus, counted, and used to provide Presence and Count information to a sensor system, without providing Identity information.

Beltran, Erickson and Cerpa [7] propose Thermosense, a system that uses a type of thermal sensor known as an Infrared Array Sensor (IAR). This sensor is much like a camera, in that it has a field of view which is divided into "pixels"; in this case an 8×8 grid of detected temperatures. This sensor is mounted on an embedded device on the ceiling, along with a Passive Infrared Sensor (PIR), and uses a variety of classification algorithms to detect human heat signatures within the raw thermal and motion data it collects. Thermosense achieves Root Mean Squared Error ≈ 0.35 persons, meaning the standard deviation between Thermosense's occupancy predictions and the actual occupancy number was $\approx$

0.35.

Another static trait is that of CO_2 emissions, which, like thermal emissions, are emitted by human occupants in both resting and active states. By measuring the buildup of CO_2 within a given area, one can use a variety of mathematical models of human CO_2 production to determine the likely number of occupants present. Hailemariam et al. [14] trialled this as part of a sensor fusion within the context of an office environment, achieving a $\approx 94\%$ accuracy. Such a sensing system could provide both the Presence and Count information, and exclude the Identity information as required. However, a CO_2 based detection mechanism has serious drawbacks, discussed by Fisk, Faulkner and Sullivan [10]: The CO_2 feedback mechanism is very slow, taking hours of continuous occupancy to correctly identify the presence of people. In a residential environment, occupants are more likely to be moving between rooms than an office, so the system may have a more difficult time detecting in that situation. Similarly, such systems can be interfered with by other elements that control the CO_2 buildup in a space, like air conditioners, open windows, etc. This is also much more of a concern in a residential environment compared to the studied office space, as the average residence can have numerous such confounding factors that cannot easily be controlled for.

Visual identification can be, achieved through the use of video or still-image cameras and advanced image processing algorithms. Video can be used in occupancy detection in several different ways, achieving different levels of accuracy and requiring different configurations. The first use of video, POEM, proposed by Erickson, Achleitner and Cerpa [9] is the use of video as a “optical turnstile”; the video system detects potential occupants and the direction they are moving in at each entrance and exit to an area, and uses that information to extrapolate the number of occupants within the turnstiled area; this system has up to a 94% accuracy. However, the main issue with such a system applied to a residential environment is the system assumes that there will be wide enough “turnstile areas”, corridors of a fairly large area that connect different sections of a building, to use as detection zones. While such corridors exist in office environments, they are less likely to exist in residential ones.

Another video sensor system is proposed by Serrano-Cuerda et al. [22], that uses ceiling-based cameras and advanced image processing algorithms to count the number of people in the captured area. This system achieves a specificity of $TP/(TP + FP) \approx 97\%$ and a sensitivity $TP/(TP + FN) \approx 96\%$ (TP = true positives, FP = false positives, FN = false negatives). Such a system could be successfully applied to the residential environment, as both it and the “optical turnstile” model provide Presence and Count information. However, these systems also allow Identity to be determined, and thus are perceived as privacy-invasive. This perception leads to adoption and acceptance issues, which work against the ideal system's goals.

2.1.2 Dynamic traits

Dynamic traits are usually products of human occupant activity, and thus can generally only be detected when a human occupant is physically active or in motion.

Ultrasonic systems, such as Doorjamb proposed by Hnat et al. [15], use clusters of such sensors above doorframes to detect the height and direction of potential occupants travelling between rooms. This acts as a turnstile based system, much like POEM [9], but augments this with an understanding of the model of the building to error correct for invalid and impossible movements brought about from sensing errors. This system provides an overall room-level tracking accuracy of 90%, however to achieve this accuracy, potential occupants are intended to be tracked using their heights, which has privacy implications. The system can also suffer from problems with error propagation, as there are possibilities of "phantom" occupants entering a room due to sensing errors.

Solely PIR based systems, like those used by Hailemariam et al. [14], involve the motion of the sensor being averaged over several different time intervals, and fed into a decision tree classifier. This PIR system alone produced a $\approx$ 98% accuracy. However, such a system, due to only motion detection capabilities, can only provide Presence information, and is unable to provide Count information, nor detect motionless occupants.

2.2 Extrinsic traits

Extrinsic traits are those which are actually other environmental changes that are caused by or correlated with human occupant presence. These traits generally present a less accurate picture, or require the sensed occupants to be in some way "tagged", but they are generally also easier to sense in of themselves. The sensors in this category have been divided into two subcategories.

2.2.1 Instrumented traits

One extrinsic trait category is instrumented approaches; these require that detectable occupants carry with them some device that is detected as a proxy for the occupant themselves.

The most obvious of these approaches is a specially designed device. Li et al. [19] use RFID tags placed on building occupant's persons and a set of transmitters to triangulate the tags and place them within different thermal zones for the use of the HVAC system. For stationary occupants, there was a detection accuracy of $\approx$ 88%, and for occupants who were mobile, the accuracy was $\approx$ 62%. Such a system could be re-purposed for the residence, however, these systems raise issues in a residential environment as it requires occupants to be constantly carrying their sensors, which is less likely in such an environment. Additionally, the accuracy for this system is not necessarily high enough for a residential environment, where much smaller rooms are used.

To make extrinsic detection more reliable, Li, Calis and Becerik-Gerber [16] leverage a common consumer device; wifi enabled smart phones. They propose the *homeset* algorithm, which uses the phones to scan the visible wifi networks, and from that information estimate if the occupants are at home or out and about by "triangulating" their position from the visible wifi networks. This solution does not provide the fine-grained Presence data that we need, as it is only able to triangulate the phone's position very roughly with the wireless network detection information.

Balaji et al. [6] also leverage smart phones to determine occupancy, but in a more broad enterprise environment: Wireless association logs are analysed to determine which access points in a building a given occupant is connected to. If this access point falls within the radio range of their designated "personal space", they are considered to be occupying that personal space. This technique cannot be applied to a residential environment, as there are usually not multiple wireless hotspots.

Finally, Gupta, Intille and Larson [13] use specifically the GPS functions of the smartphone to perform optimisation on heating and cooling systems by calculating the "travel-to-home" time of occupants at all times and ensuring at every distance the house is minimally heated such that if the potential occupant were to travel home, the house would be at the correct temperature when they arrived. While this system does achieve similar potential air-conditioning energy savings, it is not room-level modular, and also presupposes an occupant whose primary energy costs are from incorrect heating when away from home, which isn't necessarily the case for this demographic.

2.2.2 Correlative traits

The second of these subcategories are correlative approaches. These approaches analyse data that is correlated with human occupant activity, but does not require a specific device to be present on each occupant that is tracked with the system.

The primary approach in this area is work done by Kleiminger et al. [17], which attempts to measure electricity consumption and use such data to determine Presence. Electricity data was measured at two different levels of granularity; the whole house level with a smart meter, and the consumption of specific appliances through smart plugs. This data was then processed by a variety of classifiers to achieve a classification accuracy of more than 80%. Such a system presents a low-cost solution to occupancy, however it is not sufficiently granular in either the detection of multiple occupants, or the detection of occupants in a specific room.

2.3 Analysis

From these various sensor options, there are a few candidates that provide the necessary quantitative criteria (Presence and Count); these are thermal, CO_2 , Video, Ultrasonic, RFID and WiFi association and triangulation based methods. All sensing options are compared on Table 2.1 on the next page.

In the context of our four qualitative accessibility criteria, CO_2 sensing has several reliability drawbacks, the predominant ones being a large lag time to receive accurate occupancy information and interference from a variety of air conditioning sources which can modify the CO_2 concentration in the room in unexpected ways.

Video-based sensing methods suffer from invasiveness concerns, as they by design must have a constant video feed of all detected areas.

Ultrasonic methods suffer from reliability concerns when a user falls outside the prescribed height bounds of normal humans. Wheelchair bound occupants, a core demographic of our proposed sensing system, are not discussed in the Doorjamb paper. Their wheelchair may also interfere with height measurement results. Ultrasonic methods also provide weak Identity information through height detection.

RFID sensing also has several drawbacks; it is difficult value proposition to get residential occupants to carry RFID tags with them continuously. Another drawback is that the triangulation methods discussed are too unreliable to place occupants in specific rooms in many cases.

	Requires		Excludes	Irrelevant	
	Presence	Count	Identity	Location	Track
<u>Intrinsic</u>					
Static					
Thermal	✓	✓	✓	✓	
CO_2	✓	✓	✓		
Video	✓	✓	✗	✓	✓
Dynamic					
Ultrasonic	✓	✓	✗		✓
PIR	✓	✗	✓		
<u>Extrinsic</u>					
Instrumented					
RFID	✓[1]	✓	✓	✓	
WiFi assoc.[2]	✓[1]	✓	✗	✓	
WiFi triang.[2]	✓[1]	✓	✗		
GPS[2]	✓[1]	✗	✓	✓	
Correlative					
Electricity	✓[1]	✗	✓		

[1]Doesn't provide data at required level of accuracy for home use.
[2]Uses smartphone as detector.

Table 2.1: Comparison of different sensors and project requirements

WiFi association is not granular enough for residential use, as the original enterprise use case presupposed a much larger area, as well as multiple wireless access points, neither of which a typical residential environment have.

WiFi triangulation is a good candidate for residential use, as there are most likely neighbouring wireless networks that can be used as virtual landmarks. However, it suffers from the same granularity problems as WiFi association, as these signals are not specific enough to pinpoint an occupant to a specific room.

For approaches presupposing smartphones being present on each occupant, it is more difficult to ensure that occupants are carrying their smartphones with them at all times in a residential environment. Another issue with smart phones is that they represent an expense that the target markets of the elderly and the disabled may not be able to afford.

Finally, we have thermal sensing. It provides both Presence and Count information, as it uses occupants' thermal signatures to determine the presence of people in a room. It does not however provide Identity information, as thermal signatures are not sufficiently unique with the technologies used to distinguished between occupants. Such a sensor system is presented as low-cost and energy efficient within Thermosense [7], is non-invasive by design and can reliably detect occupants with a very low root mean squared error. For our specific accessibility criteria, thermal sensing appears to be the best option available.

2.4 Thermal sensors

Our analysis (Subsection 2.3 on page 8) concluded that thermal sensors are the best candidates for this project. In this section we discuss the thermal sensing field in more detail.

A primary static/dynamic sensor fusion system in this field is the Thermosense system [7], a Passive Infrared Sensor (PIR) and Infrared Array Sensor (IAR)[1] used to subdivide an area into an 8×8 grid of sections from which temperatures can be derived. This sensor system is attached to the roof on a small embedded controller which is responsible for collecting the data and transmitting it back to a larger computer via low powered wireless protocols.

The Thermosense system develops a thermal background map of the room using an Exponential Weighted Moving Average (EMWA) over a 15 minute time window (if no motion is detected). If the room remains occupied for a long period, a more complex scaling algorithm is used which considers the coldest points in

[1]Phillips GridEYE; approx $30

the room empty, and averages them against the new background, then performs EMWA with a lower weighting.

This background map is used as a baseline to calculate standard deviations of each grid area, which are then used to determine several characteristics to be used as feature vectors for a variety of classification approaches. The determination of the feature vectors was subject to experimentation, since the differences at each grid element too susceptible to individual room conditions to be used as feature vectors. Instead, a set of three different features was designed; the number of temperature anomalies in the space, the number of groups of temperature anomalies, and the size of the largest anomaly in the space. These feature vectors were compared against three classification approaches; K-Nearest Neighbors, Linear Regression and an a feed-forward Artificial Neural Network of one hidden later and 5 perceptions. All three classifiers achieved a Root Mean Squared Error (RMSE) within 0.38 ± 0.04. This final classification is subject to a final averaging process over a 4 minute window to remove the presence of independent errors from the raw classification data.

The Thermosense approach presents the state of the art in the field of sensing with IAR technology. Using a similar IAR system along with those types of classification algorithms should yield useful sensing results which can be then integrated into the broader sensor system.

2.5 Research Gap

Throughout this review of the area of wireless occupancy sensors within the Internet of Things (IoT) it can be seen that there is a clear research gap within the area of occupancy. No group could be found who has assembled an occupancy sensor that optimises these ares of Low Cost, Non-Invasiveness, Energy Efficiency and Reliability into a architected software and hardware package that can be integrated like any other Thing into the IoT.

This is a key research area, because, as we have previously mentioned, the true "disruptive level of innovation"[4] the IoT provides can only be realised once a novel idea has been properly packaged as a Thing, rather than as a research curiosity. Packaging something as a Thing requires careful consideration of the best sensing systems, the best hardware to run those systems on, the best protocols to allow these Things to communicate, and the best device architecture to enable that communication. The state of the art in all these areas have been discussed throughout this literature review.

2.6 Conclusion

Several criteria were identified through which the spectrum of occupancy sensing could be examined; a quantitative criteria by Teixeira, Dublon and Savvides [24] to examine the different functionality offerings of sensor systems and a qualitative criteria derived from the aims of the project to examine how those sensors fit within the project's parameters.

Occupancy research performed with different sensor types was examined methodically through a set of taxonomic categories also originally proposed by Teixeira, Dublon and Savvides [24], but modified to better suit the specifics of occupancy sensors. These sensor types included Thermal, CO_2 , Video, Ultrasonic, Passive Infrared Sensor (PIR), RFID, various WiFi based methods, GPS and electricity consumption. Through an examination of these sensing systems quantitative and qualitative characteristics, it was determined that the Thermosense Infrared Array Sensor (IAR) system [7] was the most suitable to the project's aims.

A key part of enabling the "smart home for the disabled" is creating a set of Things that can improve quality of life for those people. We believe our proposed Thing has clearly demonstrated this potential.

CHAPTER 3

Architecture

Since the advent of a standardised Internet of Things (IoT) protocol stack discussed in Section 3.1, the decision making process for protocol architecture has been simplified immensely. As a key part of an effective Thing is interoperability, it is clear that adopting the standardised protocol stack is the way forward. As such, the proposed protocol architecture described in Table 3.1 on the following page will form the stack used by the "WPAN" network shown in Figure 3.1 on page 16.

Moving from a protocol perspective to a device perspective, when one considers the energy efficiency and cost constrains of this project, it is clear that a system in which low-powered and cheap embedded systems, such as Arduinos, are the best choice for each of the sensing nodes. This recognises the fact that these nodes have computationally complex tasks, and are merely responsible for the transmission of the collected data.

As a natural consequence of choosing simple sensing nodes, a more powerful processing node must be added to the system to collect the unprocessed data produced by the sensing nodes and interpret it into the high-level occupancy answers this project wishes to provide. As such a node does not need to be in a particular location (provided it is in range of the sensor WPAN), it does not need to be as considerate of low power requirements. A primary hardware candidate for this node is the Raspberry Pi. Advantages include it still being quite low powered, built-in support for WPAN networking expansion cards, and traditional built-in LAN networking. These characteristics also allow it to act as the "smart gateway" between the sensors and the broader IoT.

3.1 Ideal System Architecture

Beyond specific sensor design and occupancy detection algorithms, a core goal of this project is to create a system that is designed to operate as a useful Thing

REST	
Application	CoAP
Transport	UDP
IP / Routing	IETF RPL
Adaptation	IETF 6LoWPAN
Medium Access	IEEE 802.15.4e
Physical	IEEE 802.15.4-2006

Table 3.1: Proposed protocol stack

in a real-world Internet of Things (IoT) environment, as the key advantage of Things is the "disruptive level of innovation"[4] brought about by their ability to be combined in ways unforeseen (yet still enabled) by their creators. This architecture involves careful consideration of the embedded hardware that will drive the system, as well as the communications protocols utilised between the sensor and devices interested in the sensor's information.

3.1.1 Protocols

In an ideal smart-home environment, the sensor systems used will communicate with each other wirelessly. As the complete sensor system has low power requirements to enable battery operation, it is important to prioritise those protocols and architectures that minimise power usage while still enabling the necessary wireless communication. The system will also ideally exist in a system with other identical sensors (one for each room in a residence), thus it is important to prioritise those protocols which allow multiple identical sensor systems to coexist on the same network without conflict, and to be uniquely addressable and identifiable. In recent years, many developments have been made in the IoT arena, with standards emerging specifically designed for low-power embedded devices to communicate between themselves and bigger systems that address these and other unique needs, across the entire protocol stack.

Palattella et al. [21] propose a protocol stack that aligns with the above requirements, with the key advantage being a wholly standardized implementation of the stack exists. This implementation is based on TCP/IP, uses the latest IEEE and IETF IoT standards, and is free from proprietary protocol restrictions (unlike ZigBee 1.0 devices, for instance). Table 3.1 shows the full stack proposed. The key components of this proposal are the introduction of CoAP at the application layer, RPL at the IP / Routing layer and 6LoWPAN at the Adaptation layer.

Above the application layer, Guinard et al. [11] propose the use of Representational state transfer (REST) over Web Services Descriptive Language / Simple Object Access Protocol (WS-*) as a method of exchanging information between sensor systems. Their data suggests that REST is easier to use than WS-*, and the key advantage of a WS-* based approach is its ability to represent much more complex data and abstractions, which are unnecessary in this project's situation.

Constrained Application Protocol (CoAP) [18] is an application layer protocol designed to replace HTTP as a way of transmitting RESTful information between clients. The chief advantage of CoAP over HTTP is it compresses the broad-strokes of the HTTP feature set into a binary language that is much more suitable for transmission over low-bandwidth and low-power links, such as those discussed here.

IPv6 Routing Protocol for Low-Power and Lossy Networks (RPL) [25] is a routing protocol designed for low power environments, allowing low power nodes to create and maintain a mesh network between themselves, allowing, among other things, the routing of packets to a "root" node and back again. RPL is particularly suited to the routing situation of our proposed architecture, as individual sensors do not need to communicate with one another, but rather report back to a larger node (further discussed in Subsection 3.1.2).

IPv6 over Low power Wireless Personal Area Networks (6LoWPAN) [23] is a compression and formatting specification to allow IPv6 packets to be sent over an 802.15.4 based network. Optimisations are found in the reduction of the size of 6LoWPAN packets, IPv6 addresses as well as redesigning core Internet Protocol algorithms so that they can run with low power consumption on participating devices.

3.1.2 Devices

In addition to the protocol stack used, how these nodes relate to each other is also an important consideration. Part of what will inform these decisions are the requisite processing power and internet connectivity required to successfully execute all elements of the sensing system. Kovatsch [18] provides a constructive classification system to consider this, by describing three classes of resource constrained devices that would benefit from CoAP, and each can provide different levels of security for an IP stack;

- *Class 0*: "not capable of running an RFC-compliant IP stack in a secure manner. They require application-level gateways to connect to the Internet."

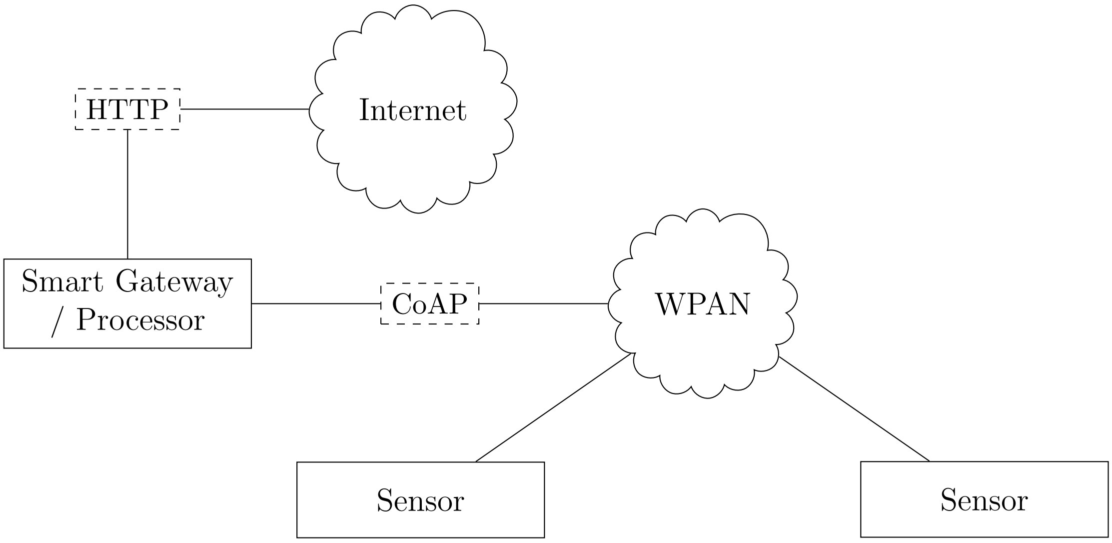


Figure 3.1: Proposed system architecture

- *Class 1*: Able to connect to the internet with some "integrated security mechanisms". Are unable to employ full HTTP with TLS.
- *Class 2*: Normal Internet nodes, able to use the full HTTP stack with TLS.

The devices that we propose the sensors will connect to are the likes of the Arduino, which can be classified as class 0 or possibly class 1 devices. Due to their insecurity and difficulty running a fully fledged IP stack, Guinard et al. [12] propose the use of a "Smart Gateway" system to bridge the wider internet and these sensor systems. This gateway would be able to communicate with the sensor systems over CoAP and 802.15.4 , as well as receive API requests via HTTP from a traditional TCP/IP network to forward on to these sensors.

The Thermosense paper [7] proposes several different algorithms to process the raw sensing data into the occupancy estimates (further discussed in Section 2.4 on page 10), all of which are fairly computationally expensive. Because of this, it would be non-trivial to implement these algorithms on the embedded sensing devices themselves. This problem is already resolved in our proposed system, as the aforementioned "Smart Gateway" can easily also take on the task of processing the raw sensor data into estimates which it can relay to interested parties over its HTTP-based API. A visualisation of this proposed system is shown in Figure 3.1.

3.2 Prototype System Architecture

Due to limited time available, parts of the above ideal system architecture have been deemed outside of the scope of the project. To help achieve appreciable results in the time available, the use of wireless mesh networking and the support of a one-to-many "smart gateway" to sensor has not been explored. However, as discussed below, the prototype architecture selected as been designed such that a clear path to the idea system architecture is available.

3.2.1 Hardware

Due to low cost and ease of use, the Arduino platform was selected as the host for the low-level I^2C interface for communication to the Melexis MLX90620 (*Melexis*). Initially, this presented some challenges, as the *Melexis* recommends a power and communication voltage of 2.6V, while the Arduino is only able to output 3.3V and 5V as power, and 5V as communication. Due to this, it was not possible to directly connect the Arduino to the *Melexis*, and similarly due to the two-way nature of the I^2C 2-wire communication protocol, it was also not possible to simply lower the Arduino voltage using simple electrical techniques, as such techniques would interfere with two-way communication.

A solution was found in the form of a I^2C level-shifter, the Adafruit "4-channel I2C-safe Bi-directional Logic Level Converter" [1], which provided a cheap method to bi-directionally communicate between the two devices at their own preferred voltages. The layout of the circuit necessary to link the Arduino and the *Melexis* using this converter can be seen in Figure 3.2 on the following page.

Additionally, as used in the Thermosense paper, a Passive Infrared Sensor (PIR) motion sensor [2] was also connected to the Arduino . This sensor, operating at 5V natively, did not require any complex circuitry to interface with the Arduino . It is connected to digital pin 2 on the Arduino , where it provides a rising signal in the event that motion is detected, which can be configured to cause an interrupt on the Arduino . In the configuration used in this project, the sensor's sensitivity was set to the highest value (TODO: check) and the time-out for re-triggering was set to the lowest value (approximately 2.5 seconds). Additionally, the continuous re-triggering feature (whereby the sensor produces continuous rising and falling signals for the duration of motion) was disabled using the provided jumpers.

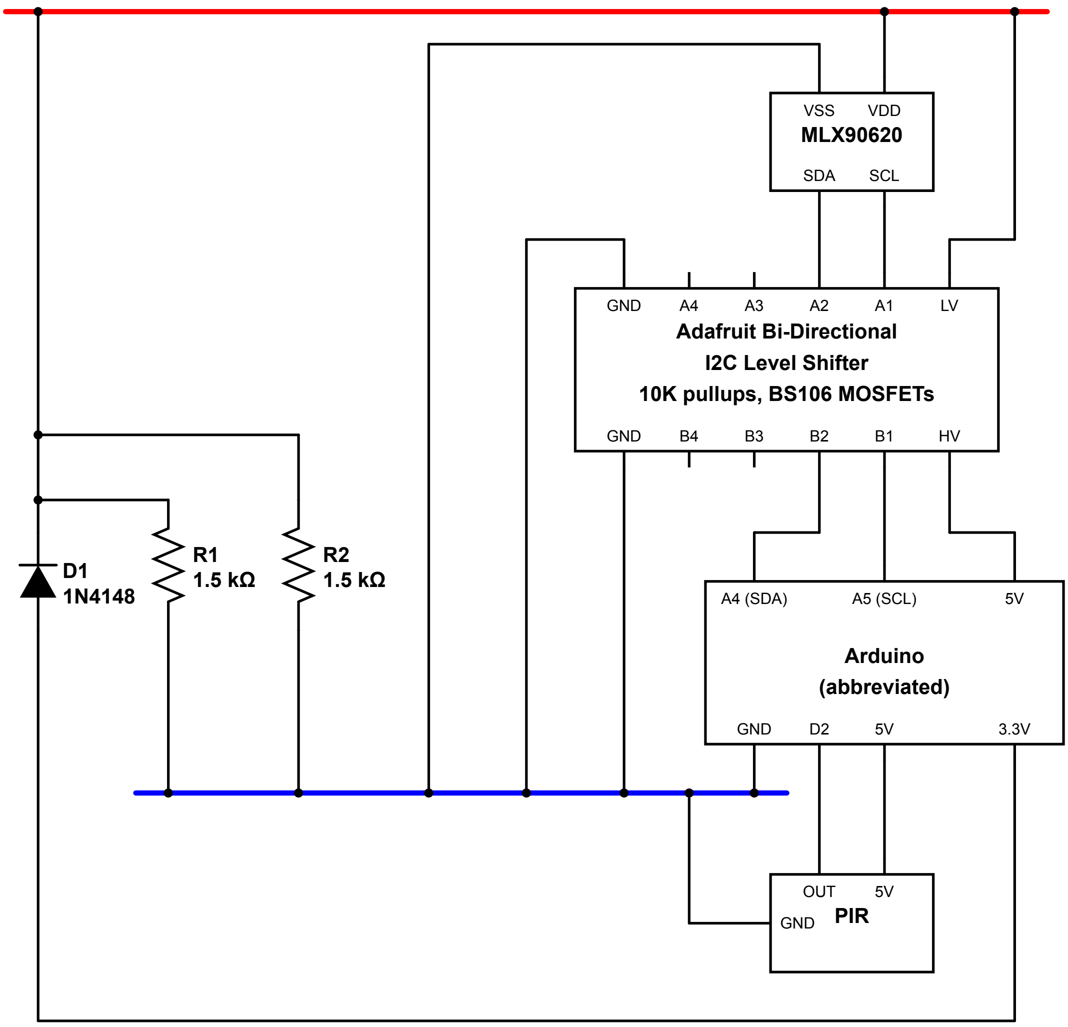


Figure 3.2: MLX90620, PIR and Arduino integration circuit

3.2.2 Software

To calculate the final temperature values that the *Melexis* offers, a complex initialisation and computational process must be followed, which is specified in the sensor's datasheet [20]. This process involves initialising the sensor with values attained from a separate on-board I^2C EEPROM, then retrieving a variety of normalisation and adjustment values, along with the raw sensor data, to compute the final temperature result.

The basic algorithm to perform this normalisation was based upon code by users "maxbot", "IIBaboomba", "nseidle" and others on the Arduino Forums [3] and was modified to operate with the newer Arduino "Wire" I^2C libraries released since the authors' posts. In pursuit of the project's aims to create a more approachable thermal sensor, the code was also restructured and rewritten to be both more readable, and to introduce a set of features to make the management of the sensor data easier for the user, and for the information to be more human readable.

The first of the features introduced was the human-readable format for serial transmission. This allows the user to both easily write code that can parse the serial to acquire the serial data, as well as examine the serial data directly with ease. When the Arduino first boots running the software, the output in Figure 3.3 on the next page is output. This specifies several things that are useful to the user; the attached sensor ("DRIVER"), the build of the software ("BUILD") and the refresh rate of the sensor ("IRHZ"). Several different headers, such as "ACTIVE" and "INIT" specify the current millisecond time of the processor, thus indicating how long the execution of the initialisation process took (33 milliseconds).

Once booted, the user is able to send several one-character commands to the sensor to configure operation, which are described in Table 3.2 on the following page. Depending on the sensor configuration, IR data may be periodically output automatically, or otherwise manually triggered. This IR data is produced in the packet format described in Figure 3.4 on the next page. This is a simple, human readable format that includes the millisecond time of the processor at the start and end of the calculation, if the PIR has seen any motion for the duration of the calculation, and the 16x4 grid of calculated temperature values.

keywordstyle

```
INIT 0
INFO START
DRIVER MLX90620
BUILD Feb  1 2015 00:00:00
IRHZ 1
INFO STOP
ACTIVE 33
```

Figure 3.3: Initialisation sequence

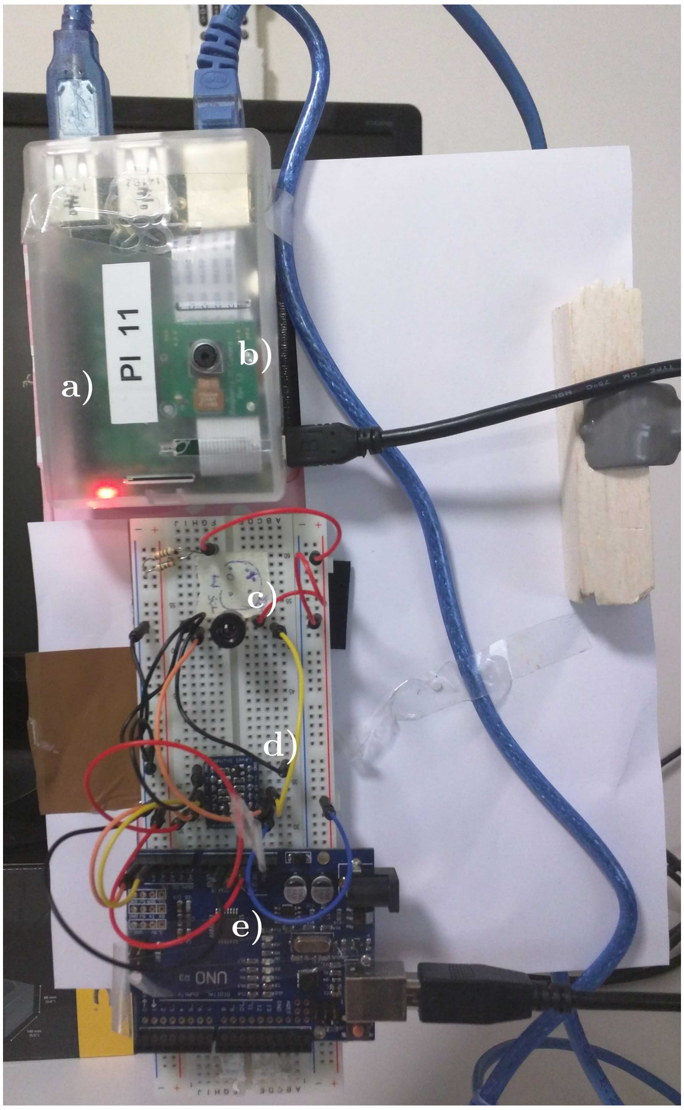
`R`	Flush buffers and reset Arduino
`I`	Print INFO again
`T`	Activate timers for periodic IR data output
`O`	Deactivate timers for periodic IR data output
`P`	Manually trigger capture and output of IR data
`F`x	Set sensor refresh frequency to x and reboot

Table 3.2: Commands

keywordstyle

```
START 34
MOVEMENT 0
1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0
1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0
1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0
1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0
STOP 97
```

Figure 3.4: Thermal data packet



a) Raspberry Pi

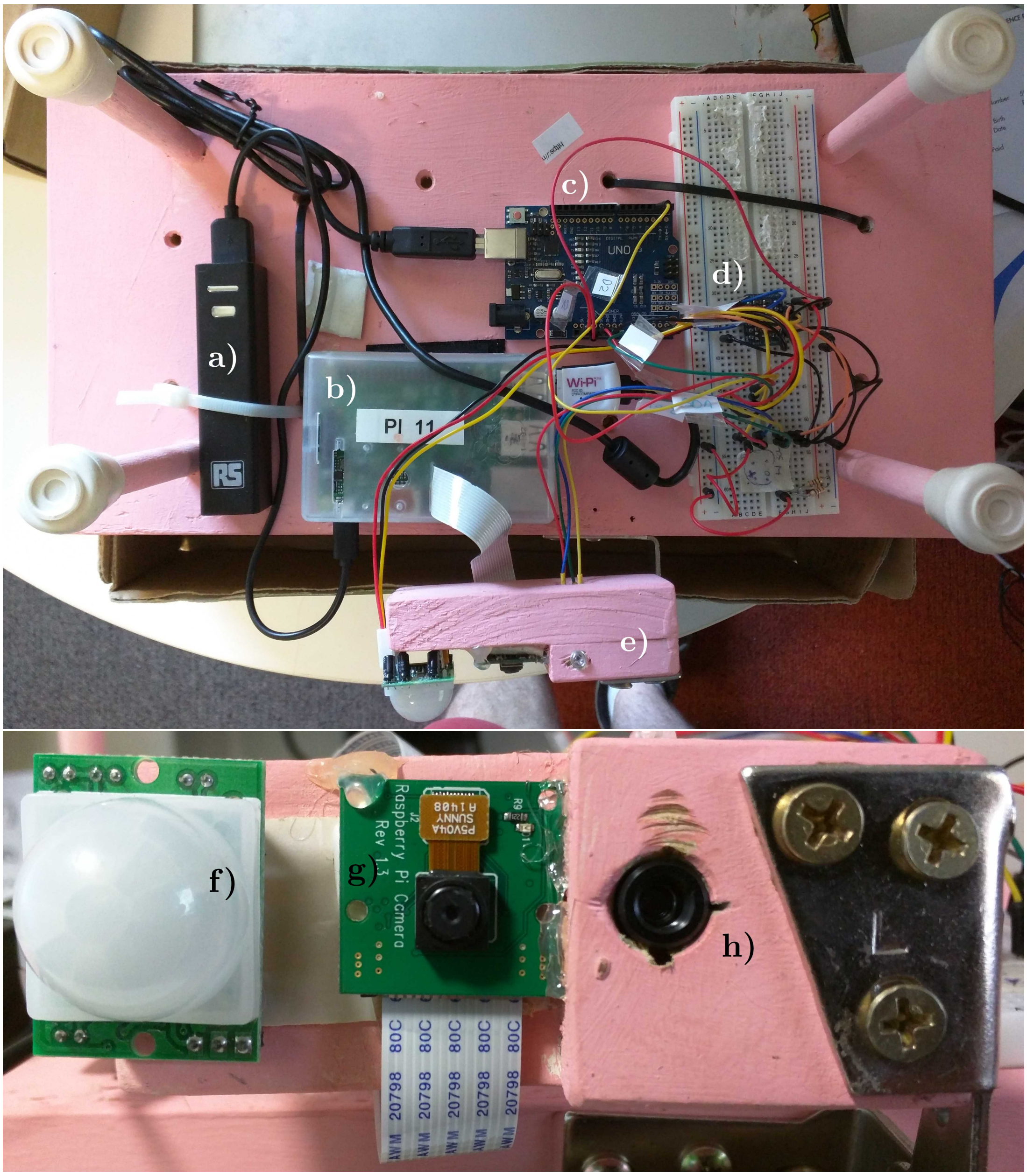
b) Camera

c) *Melexis*

d) Level-shifting circuitry

e) Arduino

Figure 3.5: Prototype A



a) Battery pack
b) Raspberry Pi
c) Arduino
d) Level-shifting circuitry
e) Movable sensor mount
f) PIR
g) Camera
h) *Melexis*

Figure 3.6: Prototype B

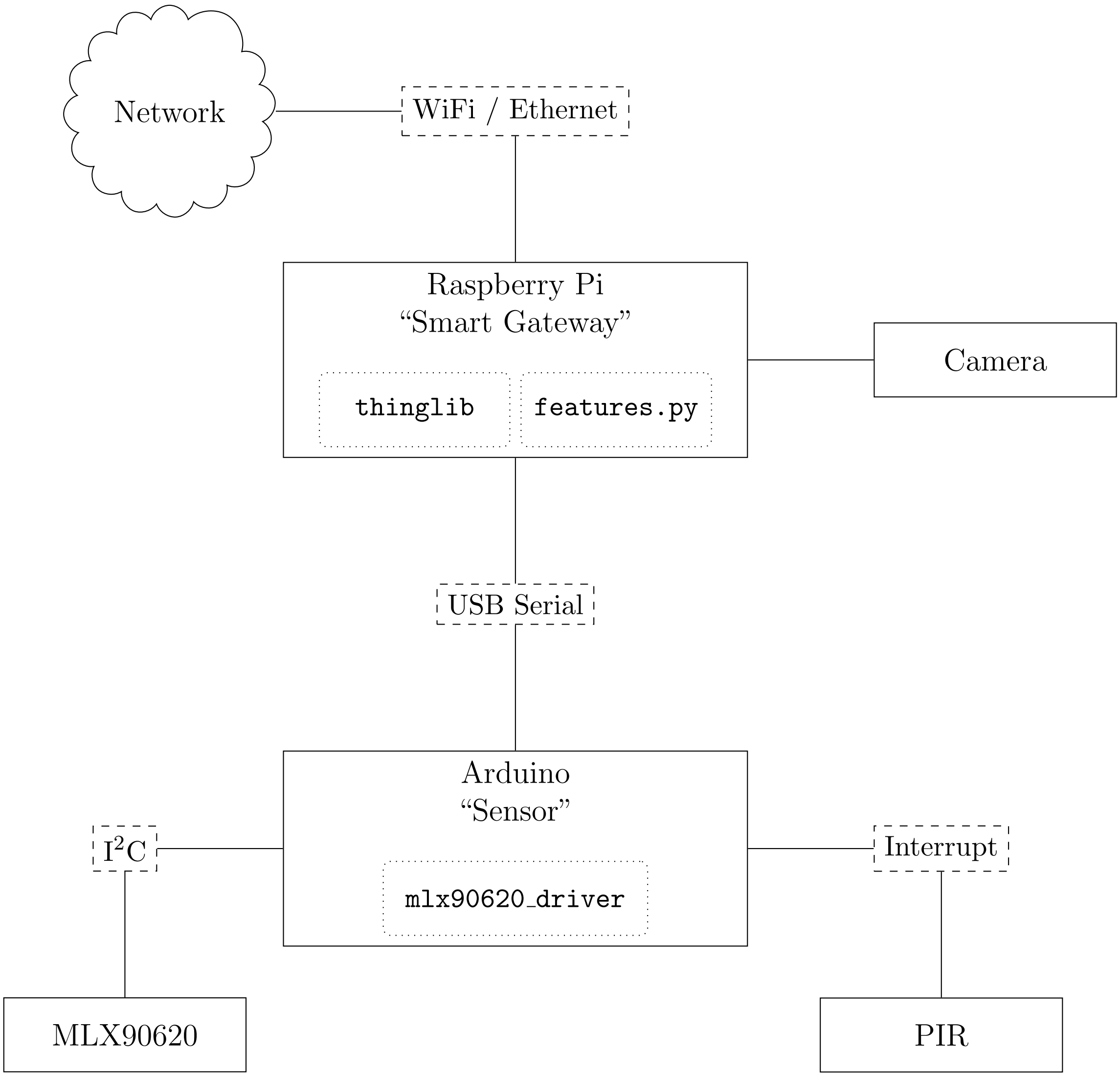


Figure 3.7: Prototype B system architecture

CHAPTER 4

Sensor Properties

In Table 4.1 on the following page the thermal sensor was exposed to the night sky at a capture rate of 1Hz for 4 minutes, with the sensing results combined to create a set of means and standard deviations to indicate the pixels at “rest”.

14.95 0.51	14.33 0.27	12.34 0.27	8.77 0.33	8.15 0.31	10.84 0.38	9.02 0.26	7.79 0.37	6.67 0.27	9.63 0.29	9.29 0.26	8.24 0.27	9.84 0.25	14.28 0.33	14.92 0.3	13.16 0.25
14.54 0.34	15.62 0.31	12.73 0.23	11.51 0.27	11.79 0.26	11.47 0.27	11.43 0.29	9.02 0.35	8.57 0.23	11.15 0.23	10.64 0.22	10.3 0.24	12.09 0.22	14.49 0.26	14.88 0.31	14.71 0.36
18.25 0.45	16.62 0.31	14.15 0.24	11.97 0.34	13.11 0.3	12.64 0.22	10.66 0.23	9.15 0.24	9.58 0.28	11.95 0.28	11.22 0.24	11.52 0.36	11.11 0.23	12.59 0.25	14.44 0.31	13.35 0.28
16.02 0.28	16.81 0.36	15.0 0.25	11.53 0.28	10.18 0.29	12.2 0.25	11.78 0.29	8.36 0.31	8.15 0.33	10.36 0.32	10.74 0.31	8.25 0.36	9.99 0.35	12.42 0.38	11.39 0.4	11.06 0.34

Table 4.1: Mean and standard deviations for each pixel at rest

CHAPTER 5

Methods

CHAPTER 6

Results

CHAPTER 7

Discussion and Conclusion

7.1 Future Directions

- Wireless mesh networking
- Convert into circuit board
- MLX90621
- Lenses
- Rotating the sensor to see wider FOV

APPENDIX A

Original Honours Proposal

Title:	Developing a robust system for occupancy detection in the household
Author:	Ash Tyndall
Supervisor:	Professor Rachel Cardell-Oliver
Degree:	BCompSci (24 point project)
Date:	October 8, 2014

A.1 Background

The proportion of elderly and mobility-impaired people is predicted to grow dramatically over the next century, leaving a large proportion of the population unable to care for themselves, and consequently less people able care for these groups. [6] With this issue looming, investments are being made into a variety of technologies that can provide the support these groups need to live independent of human assistance.

With recent advancements in low cost embedded computing, such as the Arduino [1] and Raspberry Pi, [2] the ability to provide a set of interconnected sensors, actuators and interfaces to enable a low-cost 'smart home for the disabled' is becoming increasingly achievable.

Sensing techniques to determine occupancy, the detection of the presence and number of people in an area, are of particular use to the elderly and disabled. Detection can be used to inform various devices that change state depending on the user's location, including the better regulation energy hungry devices to help reduce financial burden. Household climate control, which in some regions of Australia accounts for up to 40% of energy usage [3] is one particular area in which occupancy detection can reduce costs, as efficiency can be increased dramatically with annual energy savings of up to 25% found in some cases. [8]

Significant research has been performed into the occupancy field, with a focus on improving the energy efficiency of both office buildings and households. This is achieved through a variety of sensing means, including thermal arrays, [5] ultrasonic sensors, [11] smart phone tracking, [12][4] electricity consumption, [13] network traffic analysis, [15] sound, [10] CO2, [10] passive infrared, [10] video cameras, [7] and various fusions of the above. [16][15]

A.2 Aim

While many of the above solutions achieve excellent accuracies, in many cases they suffer from problems of installation logistics, difficult assembly, assumptions on user's technology ownership and component cost. In a smart home for the disabled, accuracy is important, but accessibility is paramount.

The goal of this research project is to devise an occupancy detection system that forms part of a larger 'smart home for the disabled' that meets the following accessibility criteria;

- *Low Cost*: The set of components required should aim to minimise cost, as these devices are intended to be deployed in situations where the serviced user may be financially restricted.
- *Non-Invasive*: The sensors used in the system should gather as little information as necessary to achieve the detection goal; there are privacy concerns with the use of high-definition sensors.
- *Energy Efficient*: The system may be placed in a location where there is no access to mains power (i.e. roof), and the retrofitting of appropriate power can be difficult; the ability to survive for long periods on only battery power is advantageous.
- *Reliable*: The system should be able to operate without user intervention or frequent maintenance, and should be able to perform its occupancy detection goal with a high degree of accuracy.

Success in this project would involve both

1. Devising a bill of materials that can be purchased off-the-shelf, assembled without difficulty, on which a software platform can be installed that performs analysis of the sensor data and provides a simple answer to the occupancy question, and
2. Using those materials and softwares to create a final demonstration prototype whose success can be tested in controlled and real-world conditions.

This system would be extensible, based on open standards such as REST or CoAP, [9][14] and could easily fit into a larger 'smart home for the disabled' or internet-of-things system.

A.3 Method

Achieving these aims involves performing research and development in several discrete phases.

A.3.1 Hardware

A list of possible sensor candidates will be developed, and these candidates will be ranked according to their adherence to the four accessibility criteria outlined above. Primarily the sensor ranking will consider the cost, invasiveness and reliability of detection, as the sensors themselves do not form a large part of the power requirement.

Similarly, a list of possible embedded boards to act as the sensor's host and data analysis platform will be created. Primarily, they will be ranked on cost, energy efficiency and reliability of programming/system stability.

Low-powered wireless protocols will also be investigated, to determine which is most suitable for the device; providing enough range at low power consumption to allow easy and reliable communication with the hardware.

Once promising candidates have been identified, components will be purchased and analysed to determine how well they can integrate.

A.3.2 Classification

Depending on the final sensor choice, relevant experiments will be performed to determine the classification algorithm with the best occupancy determination accuracy. This will involve the deployment of a prototype to perform data gathering, as well as another device/person to assess ground truth.

A.3.3 Robustness / API

Once the classification algorithm and hardware are finalised, an easy to use API will be developed to allow the data the device collects to be integrated into a broader system.

The finalised product will be architected into a easy-to-install software solution that will allow someone without domain knowledge to use the software and corresponding hardware in their own environment.

A.4 Timeline

Date	Task
Fri 15 August	*Project proposal and project summary due to Coordinator*
August	Hardware shortlisting / testing
25–29 August	*Project proposal talk presented to research group*
September	Literature review
Fri 19 September	*Draft literature review due to supervisor(s)*
October - November	Core Hardware / Software development
Fri 24 October	*Literature Review and Revised Project Proposal due to Coordinator*
November - February	*End of year break*
February	Write dissertation
Thu 16 April	*Draft dissertation due to supervisor*
April - May	Improve robustness and API
Thu 30 April	*Draft dissertation available for collection from supervisor*
Fri 8 May	*Seminar title and abstract due to Coordinator*
Mon 25 May	*Final dissertation due to Coordinator*
25–29 May	*Seminar Presented to Seminar Marking Panel*
Thu 28 May	*Poster Due*
Mon 22 June	*Corrected Dissertation Due to Coordinator*

A.5 Software and Hardware Requirements

A large part of this research project is determining the specific hardware and software that best fit the accessibility criteria. Because of this, an exhaustive list of software and hardware requirements are not given in this proposal.

A budget of up to $300 has been allocated by my supervisor for project purchases. Some technologies with promise that will be investigated include;

Raspberry Pi Model B+ Small form-factor Linux computer
    Available from `http://arduino.cc/en/Guide/Introduction`; $38

Arduino Uno Small form-factor microcontroller
    Available from `http://arduino.cc/en/Main/arduinoBoardUno`; $36

Panasonic Grid-EYE Infrared Array Sensor
    Available from `http://www3.panasonic.biz/ac/e/control/sensor/infrared/grid-eye/index.jsp`; approx. $33

Passive Infrared Sensor
    Available from various places; $10–$20

A.6 Proposal References

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[12] Kleiminger, W., Beckel, C., Dey, A., and Santini, S. Using unlabeled wi-fi scan data to discover occupancy patterns of private households. In *Proceedings of the 11th ACM Conference on Embedded Networked Sensor Systems* (2013), ACM, p. 47.

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[14] Kovatsch, M. Coap for the web of things: from tiny resource-constrained devices to the web browser. In *Proceedings of the 2013 ACM conference on Pervasive and ubiquitous computing adjunct publication* (2013), ACM, pp. 1495–1504.

[15] Ting, K., Yu, R., and Srivastava, M. Occupancy inferencing from non-intrusive data sources. In *Proceedings of the 5th ACM Workshop on Embedded Systems For Energy-Efficient Buildings* (2013), ACM, pp. 1–2.

[16] Yang, Z., Li, N., Becerik-Gerber, B., and Orosz, M. A multi-sensor based occupancy estimation model for supporting demand driven hvac operations. In *Proceedings of the 2012 Symposium on Simulation for Architecture and Urban Design* (2012), Society for Computer Simulation International, p. 2.

APPENDIX B

Code Listings

B.1 ThingLib

B.1.1 cam.py

```
from __future__ import division
from __future__ import print_function

import serial
import copy
import Queue as queue
import time
from collections import deque
import threading
import pygame
import colorsys
import datetime
from PIL import Image, ImageDraw, ImageFont
import subprocess
import tempfile
import os
import os.path
import fractions
import pxdisplay
import multiprocessing
import numpy as np
import io



class BaseManager(object):
  driver = None
  build = None
  irhz = None

  tty = None
```

```
  baud = None

  hflip = True
  vflip = True

  _temps = None
  _serial_obj = None
  _queues = []

  def __init__(self, tty, hz=8, baud=115200):
    self.tty = tty
    self.baud = baud
    self.irhz = hz

    self._serial_obj = serial.Serial(port=self.tty, baudrate=self.baud, rtscts=True, dsrdtr=True)

  def __del__(self):
    self.close()

  def _reset_and_conf(self, timers=True):
    self._serial_obj.write('r\n') # Reset the sensor
    self._serial_obj.flush()

    time.sleep(2)

    if timers:
      self._serial_obj.write('t\n') # Turn on timers
    else:
      self._serial_obj.write('o\n') # Turn on timers

    self._serial_obj.flush()

  def _decode_packet(self, packet):
    decoded_packet = {}
    ir = []

    for line in packet:
      parted = line.partition(" ")
      cmd = parted[0]
      val = parted[2]

      try:
        if cmd == "START":
          decoded_packet['start_millis'] = long(val)
        elif cmd == "STOP":
          decoded_packet['stop_millis'] = long(val)
        elif cmd == "MOVEMENT":
          if val == "0":
```

```
            decoded_packet['movement'] = False
          elif val == "1":
            decoded_packet['movement'] = True
        else:
          ir.append(tuple(float(x) for x in line.split("\t")))
      except ValueError:
        print(packet)
        print("WARNING: Could not decode corrupted packet")
        return {}

    if self.hflip:
      ir = map(tuple, np.fliplr(ir))

    if self.vflip:
      ir = map(tuple, np.flipud(ir))

    decoded_packet['ir'] = tuple(ir)

    return decoded_packet

  def _decode_info(self, packet):
    decoded_packet = {}
    ir = []

    for line in packet:
      parted = line.partition(" ")
      cmd = parted[0]
      val = parted[2]

      if cmd == "INFO":
        pass
      elif cmd == "DRIVER":
        decoded_packet['driver'] = val
      elif cmd == "BUILD":
        decoded_packet['build'] = val
      elif cmd == "IRHZ":
        decoded_packet['irhz'] = int(val) if int(val) != 0 else 0.5

    return decoded_packet

  def _update_info(self):
    ser = self._serial_obj

    ser.write('i')
    ser.flush()
    imsg = []

    line = ser.readline().decode("ascii", "ignore").strip()

```

```
    # Capture a whole packet
    while not line == "INFO START":
      line = ser.readline().decode("ascii", "ignore").strip()

    while not line == "INFO STOP":
      imsg.append(line)
      line = ser.readline().decode("ascii", "ignore").strip()

    imsg.append(line)

    packet = self._decode_info(imsg)

    self.driver = packet['driver']
    self.build = packet['build']

    if packet['irhz'] != self.irhz:
      ser.write('f{}'.format(self.irhz))
      self._update_info()

  def _wait_read_packet(self):
    ser = self._serial_obj
    line = ser.readline().decode("ascii", "ignore").strip()
    msg = []

    # Capture a whole packet
    while not line.startswith("START"):
      line = ser.readline().decode("ascii", "ignore").strip()

    while not line.startswith("STOP"):
      msg.append(line)
      line = ser.readline().decode("ascii", "ignore").strip()

    msg.append(line)

    return msg

  def close(self):
    return

  def get_temps(self):
    if self._temps is None:
      return False
    else:
      return copy.deepcopy(self._temps)

  def subscribe(self):
    q = queue.Queue()
    self._queues.append(q)
    return q
```

```python

    def subscribe_multiprocess(self):
        q = multiprocessing.Queue()
        self._queues.append(q)
        return q

    def subscribe_lifo(self):
        q = queue.LifoQueue()
        self._queues.append(q)
        return q



class Manager(BaseManager):
    _serial_thread = None
    _serial_stop = False
    _serial_ready = False

    _decode_thread = None

    _read_decode_queue = None

    def __init__(self, tty, hz=8, baud=115200):
        super(self.__class__, self).__init__(tty, hz, baud)

        self._serial_thread = threading.Thread(group=None,
        ↪ target=self._read_thread_run)
        self._serial_thread.daemon = True

        self._decode_thread = threading.Thread(group=None,
        ↪ target=self._decode_thread_run)
        self._decode_thread.daemon = True

        self._reset_and_conf(timers=True)

        self._read_decode_queue = queue.Queue()

        self._decode_thread.start()
        self._serial_thread.start()

        while not self._serial_ready: # Wait until we've populated data before
        ↪ continuing
            pass

    def close(self):
        self._serial_stop = True

        if self._serial_thread is not None:
            while self._serial_thread.is_alive(): # Wait for thread to terminate
```

```
      pass

  def _read_thread_run(self):
    ser = self._serial_obj
    q = self._read_decode_queue
    self._update_info()

    while True:
      msg = self._wait_read_packet()

      q.put(msg)
      self._serial_ready = True

      if self._serial_stop:
        ser.close()
        return

  def _decode_thread_run(self):
    dq = self._read_decode_queue
    while True:
      msg = dq.get(block=True)

      dpct = self._decode_packet(msg)

      if 'ir' in dpct:
        self._temps = dpct

        for q in self._queues:
          q.put(self.get_temps())

      if self._serial_stop:
        return


class OnDemandManager(BaseManager):
  def __init__(self, tty, hz=8, baud=115200):
    super(self.__class__, self).__init__(tty, hz, baud)

    self._reset_and_conf(timers=False)

    self._update_info()

  def close(self):
    self._serial_obj.close()

  def capture(self):
    self._serial_obj.write('p') # Capture frame manually
    self._serial_obj.flush()

```

```
    msg = self._wait_read_packet()
    dpct = self._decode_packet(msg)

    if 'ir' in dpct:
      self._temps = dpct

      for q in self._queues:
        q.put(self.get_temps())

    return dpct



class ManagerPlaybackEmulator(BaseManager):
  _playback_data = None

  _pb_thread = None
  _pb_stop = False
  _pb_len = 0

  _i = 0

  def __init__(self, playback_data=None):
    if playback_data is not None:
      self.irhz, self._playback_data = playback_data
      self._pb_len = len(self._playback_data)

    self.driver = "Playback"
    self.build = "1"

  def set_playback_data(self, playback_data):
    self.stop()
    self.irhz, self._playback_data = playback_data
    self._pb_len = len(self._playback_data)

  def close(self):
    return

  def start(self):
    if self._pb_thread is None:
      self._pb_stop = False
      self._pb_thread = threading.Thread(group=None,
       ↪  target=self._pb_thread_run)
      self._pb_thread.daemon = True
      self._pb_thread.start()

  def pause(self):
    self._pb_stop = True

```

```
    while self._pb_thread is not None and self._pb_thread.is_alive():
      pass

    self._pb_thread = None

  def stop(self):
    self._pb_stop = True

    while self._pb_thread is not None and self._pb_thread.is_alive():
      pass

    self._pb_thread = None
    self._i = 0

  def get_temps(self):
    return self._playback_data[self._i]

  def _pb_thread_run(self):
    while True:
      if self._pb_stop:
        return

      for q in self._queues:
        q.put(self._playback_data[self._i])

      time.sleep(1.0/float(self.irhz))

      self._i += 1

      if self._i >= self._pb_len:
        return



class Visualizer(object):
  _display_thread = None
  _display_stop = False
  _tmin = None
  _tmax = None
  _limit = None
  _dwidth = None

  _tcam = None
  _ffmpeg_loc = None

  _camera = None

  def __init__(self, tcam=None, camera=None, ffmpeg_loc="ffmpeg"):
    self._tcam = tcam
```

```
    self._ffmpeg_loc = ffmpeg_loc
    self._camera = camera

  def display(self, block=False, limit=0, width=100, tmin=15, tmax=45):
    q = self._tcam.subscribe_multiprocess()
    _, proc = pxdisplay.create(q, limit=limit, width=width, tmin=tmin, tmax=tmax)

    if block:
      proc.join()

  def playback(self, filen, tmin=15, tmax=45):
    hz, playdata = self.file_to_capture(filen)

    print(hz)

    q, thread = pxdisplay.create(
      limit=hz,
      tmin=tmin,
      tmax=tmax,
      caption="Playing back '{}'".format(filen)
    )

    start = datetime.datetime.now()
    offset = playdata[0]['start_millis']

    for n, frame in enumerate(playdata):
      frame['text'] = 'T+%.3f' % ((frame['start_millis'] - offset)/ 1000.0)
      q.put(frame)

  def display_close(self):
    if self._display_thread is None:
      return

    self._display_stop = True
    self._display_thread = None

  def close(self):
    self.display_close()

  def capture_to_file(self, capture, hz, filen):
    with open(filen + '_thermal.hcap', 'w') as f:
      f.write(str(hz) + "\n")

      for frame in capture:
        t = frame['start_millis']
        motion = frame['movement']
        arr = frame['ir']
        f.write(str(t) + "\n")
```

```
        f.write(str(motion) + "\n")
        for l in arr:
          f.write('\t'.join([str(x) for x in l]) + "\n")
        f.write("\n")

  def capture_to_img_sequence(self, capture, directory, tmin=15, tmax=45, text=True):
    hz, frames = capture
    pxwidth = 120
    print(directory)

    for i, frame in enumerate(frames):
      im = Image.new("RGB", (1920, 480))
      draw = ImageDraw.Draw(im)
      font = ImageFont.truetype("arial.ttf", 35)

      for k, row in enumerate(frame['ir']):
        for j, px in enumerate(row):
          rgb = pxdisplay.temp_to_rgb(px, tmin, tmax)

          x = k*pxwidth
          y = j*pxwidth

          coords = (y, x, y+pxwidth+1, x+pxwidth+1)

          draw.rectangle(coords, fill=rgb)

          if text:
            draw.text([y+20,x+(pxwidth/2-20)], str(px), fill=(255,255,255), font=font)

      im.save(os.path.join(directory, '{:09d}.png'.format(i)))

  def capture_to_movie(self, capture, filename, width=1920, height=480, tmin=15, tmax=45):
    hz, frames = capture
    tdir = tempfile.mkdtemp()

    self.capture_to_img_sequence(capture, tdir, tmin=tmin, tmax=tmax)

    args = [self._ffmpeg_loc,
      "-y",
      "-r", str(fractions.Fraction(hz)),
      "-i", os.path.join(tdir, "%09d.png"),
      "-s", "{}x{}".format(width, height),
      "-sws_flags", "neighbor",
      "-sws_dither", "none",
      '-vcodec', 'qtrle', '-pix_fmt', 'rgb24',
      filename + '_thermal.mov'
```

```
      ]

    subprocess.call(args)

  def file_to_capture(self, filen):
    capture = []
    hz = None
    with open(filen + '_thermal.hcap', 'r') as f:
      frame = {'ir':[]}

      for i, line in enumerate(f):
        if i == 0:
          hz = float(line)
          continue

        j = (i-1) % 7
        if j == 0:
          frame['start_millis'] = int(line)
        elif j == 1:
          frame['movement'] = bool(line)
        elif 1 < j < 6:
          frame['ir'].append(tuple([float(x) for x in line.split("\t")]))
        elif j == 6:
          capture.append(frame)
          frame = {'ir':[]}

    return (hz, capture)

  def capture(self, seconds, name=None, hcap=False, video=False):
    buff = []
    q = self._tcam.subscribe()
    hz = self._tcam.irhz
    tdir = tempfile.mkdtemp()

    camera = None
    visfile = name + '_visual.h264' #os.path.join(tdir, name + '_visual.h264')

    if video and self._camera is not None:
      self._camera.resolution = (1920, 1080)
      self._camera.framerate = hz
      self._camera.start_recording(visfile)

    start = time.time()
    elapsed = 0

    while elapsed <= seconds:
      elapsed = time.time() - start
      buff.append( q.get() )

```

```python
    if video and self._camera is not None:
      self._camera.stop_recording()

      #args = [self._ffmpeg_loc,
      #  "-y",
      #  "-r", str(fractions.Fraction(hz)),
      #  "-i", visfile,
      #  "-vcodec", "copy",
      #  name + '_visual.mp4'
      #  ]

      #subprocess.call(args)

      #os.remove(visfile)


    if hcap:
      self.capture_to_file(buff, hz, name)

    return (hz, buff)

  def capture_synced(self, seconds, name, hz=2):
    cap_method = getattr(self._tcam, "capture", None)
    if not callable(cap_method):
      raise "Provided tcam class must support the capture method"

    if self._camera is None:
      raise "No picamera object provided, cannot proceed"

    camera = self._camera
    camera.resolution = (1920, 1080)

    # TODO: Currently produces black images. Need to fix.
    # Wait for analog gain to settle on a higher value than 1
    #while camera.analog_gain <= 1 or camera.digital_gain <= 1:
    #    time.sleep(1)

    # Now fix the values
    #camera.shutter_speed = camera.exposure_speed
    #camera.exposure_mode = 'off'
    #g = camera.awb_gains
    #camera.awb_mode = 'off'
    #camera.awb_gains = g

    import datetime, threading, time

    dir_name = name
    frames = seconds * hz

```

```
    buff = []
    imgbuff = [io.BytesIO() for _ in range(frames + 1)]
    fps_avg = []
    lag_avg = []

    try:
      os.mkdir(dir_name)
    except OSError:
      pass

    def trigger(next_call, i):
      if i % (hz * 3) == 0:
        print('{}/{} seconds'.format(i/hz, seconds))

      t1_start = time.time()
      camera.capture(imgbuff[i], 'jpeg', use_video_port=True)
      t1_t2 = time.time()
      buff.append(self._tcam.capture())
      t2_stop = time.time()

      sec = t2_stop - t1_start
      fps_avg.append(sec)
      lag_avg.append(t2_stop - t1_t2)

      if sec > (1.0/float(hz)):
        print('Cannot keep up with frame rate!')

      if frames == i:
        return

      th = threading.Timer( next_call - time.time(), trigger,
        args=[next_call+(1.0/float(hz)), i + 1] )
      th.start()
      th.join()

    trigger(time.time(), 0)

    print('Average time for frame capture = {}
     ↪  seconds'.format(sum(fps_avg)/len(fps_avg)))
    print('Average lag between camera and thermal capture = {}
     ↪  seconds'.format(sum(lag_avg)/len(lag_avg)))

    self.capture_to_file(buff, hz, os.path.join(dir_name, 'output'))

    for i, b in enumerate(imgbuff):
      img_name = os.path.join(dir_name, 'video-{:09d}.jpg'.format(i))
      with open(img_name, 'wb') as f:
        f.write(b.getvalue())
```

```
    return (hz, buff)
```

B.1.2 pxdisplay.py

```
from __future__ import division
from __future__ import print_function

from multiprocessing import Process, Queue
import colorsys
import time

def millis_diff(a, b):
  diff = b - a
  return (diff.days * 24 * 60 * 60 + diff.seconds) * 1000 + diff.microseconds
  ↪  / 1000.0

def temp_to_rgb(temp, tmin, tmax):
        OLD_MIN = tmin
        OLD_MAX = tmax

        if temp < OLD_MIN:
          temp = OLD_MIN

        if temp > OLD_MAX:
          temp = OLD_MAX

        v = (temp - OLD_MIN) / (OLD_MAX - OLD_MIN)

        rgb = colorsys.hsv_to_rgb((1-v), 1, v * 0.5)

        return tuple(int(c * 255) for c in rgb)

def create(q=None, limit=0, width=100, tmin=15, tmax=45, caption="Display"):
  if q is None:
    q = Queue()

  p = Process(target=_display_process, args=(q, caption, tmin, tmax, limit,
  ↪  width))
  p.daemon = True
  p.start()

  return (q, p)

def _display_process(q, caption, tmin, tmax, limit, pxwidth):
  import pygame
  pygame.init()
  pygame.display.set_caption(caption)

```

```
    size = (16 * pxwidth, 4 * pxwidth)
    screen = pygame.display.set_mode(size)

    background = pygame.Surface(screen.get_size())
    background = background.convert_alpha()

    font = pygame.font.Font(None, 36)

    while True:
      for event in pygame.event.get():
        if event.type == pygame.QUIT:
          pygame.quit()
          return

      # Keep the event loop running so the windows don't freeze without data
      try:
        qg = q.get(True, 0.3)
      except:
        continue

      px = qg['ir']

      #lag = q.qsize()
      #if lag > 0:
      #  print("WARNING: Dropped " + str(lag) + " frames")

      for i, row in enumerate(px):
        for j, v in enumerate(row):
          rgb = temp_to_rgb(v, tmin, tmax)

          x = i*pxwidth
          y = j*pxwidth

          screen.fill(rgb, (y, x, pxwidth, pxwidth))

      if 'text' in qg:
        background.fill((0, 0, 0, 0))
        text = font.render(qg['text'], 1, (255,255,255))
        background.blit(text, (0,0))

        # Blit everything to the screen
        screen.blit(background, (0, 0))

      pygame.display.flip()

      if limit != 0:
        time.sleep(1.0/float(limit))
```

B.1.3 features.py

```python
from __future__ import division
from __future__ import print_function

import threading
import pxdisplay
import time
import math
import copy
import networkx as nx
import itertools
import collections
#import matplotlib.pyplot as plt

def tuple_to_list(l):
  new = []

  for r in l:
    new.append(list(r))

  return new

def min_temps(l, n):
  flat = []
  for i, r in enumerate(l):
    for j, v in enumerate(r):
      flat.append(((i,j), v))
  flat.sort(key=lambda x: x[1])

  ret = [x[0] for x in flat]
  return ret[:n]


def init_arr(val=None):
  return [[val for x in range(16)] for x in range(4)]

class Features(object):
  _q = None
  _thread = None

  _background = None
  _means = None
  _stds = None
  _stds_post = None
  _active = None

  _num_active = None
  _connected_graph = None
```

```
  _num_connected = None
  _size_connected = None

  _lock = None

  _rows = None
  _columns = None

  motion_weight = None
  nomotion_weight = None

  motion_window = None

  hz = None

  display = None

  def __init__(self, q, hz, motion_window=10, motion_weight=0.1, nomotion_weight=0.01, display=True, rows=4, columns=16):
    self._q = q
    self.hz = hz
    self.motion_weight = motion_weight
    self.nomotion_weight = nomotion_weight
    self.display = display
    self.motion_window = motion_window

    self._active = []

    self._rows = rows
    self._columns = columns

    self._thread = threading.Thread(group=None, target=self._monitor_thread)
    self._thread.daemon = True

    self._lock = threading.Lock()

    self._thread.start()

  def get_background(self):
    self._lock.acquire()
    background = copy.deepcopy(self._background)
    self._lock.release()
    return background

  def get_means(self):
    self._lock.acquire()
    means = copy.deepcopy(self._means)
    self._lock.release()
    return means
```

```
  def get_stds(self):
    self._lock.acquire()
    stds = copy.deepcopy(self._stds_post)
    self._lock.release()
    return stds

  def get_active(self):
    self._lock.acquire()
    active = copy.deepcopy(self._active)
    self._lock.release()
    return active

  def get_features(self):
    self._lock.acquire()
    num_active = self._num_active
    num_connected = self._num_connected
    size_connected = self._size_connected
    self._lock.release()
    return (num_active, num_connected, size_connected)

  def _monitor_thread(self):
    bdisp = None
    ddisp = None

    freq = self.hz * self.motion_window
    mwin = collections.deque([False] * freq)

    n = 1
    while True:
      if self.display and bdisp is None:
        bdisp, _ = pxdisplay.create(caption="Background", width=80)
        ddisp, _ = pxdisplay.create(caption="Deviation", width=80)

      fdata = self._q.get()
      frame = fdata['ir']

      mwin.popleft()
      mwin.append(fdata['movement'])
      motion = any(mwin)

      self._lock.acquire()

      self._active = []

      g = nx.Graph()

      if n == 1:
        self._background = tuple_to_list(frame)
```

```
      self._means = tuple_to_list(frame)
      self._stds = init_arr(0)
      self._stds_post = init_arr()
    else:
      weight = self.nomotion_weight
      use_frame = frame

      # Not currently working
      #if motion:
      #  indeces = min_temps(frame, 5)
      #  scalepx = []
      #
      #  for i, j in indeces:
      #    scalepx.append(self._background[i][j] / frame[i][j])
      #
      #  scale = sum(scalepx) / len(scalepx)
      #  scaled_bg = [[x * scale for x in r] for r in frame]
      #
      #  weight = self.motion_weight
      #  use_frame = scaled_bg

      for i in range(self._rows):
        for j in range(self._columns):
          prev = self._background[i][j]
          cur = use_frame[i][j]

          cur_mean = self._means[i][j]
          cur_std = self._stds[i][j]

          if not motion: # TODO: temp fix
            self._background[i][j]   = weight * cur + (1 - weight) * prev

            # maybe exclude these from motion calculations?
            # n doesn't change when in motion, so it'll cause all sort of corrupted results, as they use n?
            self._means[i][j] = cur_mean + (cur - cur_mean) / n
            self._stds[i][j]  = cur_std + (cur - cur_mean) * (cur - self._means[i][j])
            self._stds_post[i][j] = math.sqrt(self._stds[i][j] / (n-1))

          if (cur - self._background[i][j]) > (3 * self._stds_post[i][j]):
            self._active.append((i,j))

            g.add_node((i,j))

            x = [(-1, -1), (-1, 0), (-1, 1), (0, -1)] # Nodes that have already been computed as active
            for ix, jx in x:
              if (i+ix, j+jx) in self._active:
```

```
                g.add_edge((i,j), (i+ix,j+jx))

        active = self._active

        self._num_active = len(self._active)

        components = list(nx.connected_components(g))

        self._connected_graph = g
        self._num_connected = nx.number_connected_components(g)
        self._size_connected = max(len(component) for component in components)
         ↪  if len(components) > 0 else None

        self._lock.release()

        if self.display:
          bdisp.put({'ir': self._background})

          if n >= 2:
            std = {'ir': init_arr(0)}

            for i, j in active:
              std['ir'][i][j] = frame[i][j]

            ddisp.put(std)

        #print(n)
        #if n > 30:
        #   nx.draw(g)
        #   plt.show()


        if not motion:
          n += 1
```

B.2 Arduino Sketch

```
/**
 * MLX90260 Arduino Interface
 * Based on code from http://forum.arduino.cc/index.php/topic,126244.0.html
 */
//#define __ASSERT_USE_STDERR

//#include <assert.h>
#include <math.h>
#include <Wire.h>
#include <EEPROM.h>
```

```
#include "SimpleTimer.h" // http://playground.arduino.cc/Code/SimpleTimer

// Configurable options
const int POR_CHECK_FREQ    = 2000; // Time in milliseconds to check if MLX reset has occurred
const int PIR_INTERRUPT_PIN = 0;    // D2 on the Arduino Uno

// Configuration constants
#define PIXEL_LINES     4
#define PIXEL_COLUMNS   16
#define BYTES_PER_PIXEL 2
#define EEPROM_SIZE     255
#define NUM_PIXELS      (PIXEL_LINES * PIXEL_COLUMNS)

// EEPROM helpers
#define E_READ(X)       (EEPROM_DATA[X])
#define E_WRITE(X, Y)   (EEPROM_DATA[X] = (Y))

// Bit fiddling helpers
#define BYTES2INT(H, L)     ( ((H) << 8) + (L) )
#define UBYTES2INT(H, L)    ( ((unsigned int)(H) << 8) + (unsigned int)(L) )
#define BYTE2INT(B)         ( ((int)(B) > 127) ? ((int)(B) - 256) : (int)(B) )
#define E_BYTES2INT(H, L)   ( BYTES2INT(E_READ(H), E_READ(L)) )
#define E_UBYTES2INT(H, L)  ( UBYTES2INT(E_READ(H), E_READ(L)) )
#define E_BYTE2INT(X)       ( BYTE2INT(E_READ(X)) )

// I2C addresses
#define ADDR_EEPROM   0x50
#define ADDR_SENSOR   0x60

// I2C commands
#define CMD_SENSOR_READ         0x02
#define CMD_SENSOR_WRITE_CONF   0x03
#define CMD_SENSOR_WRITE_TRIM   0x04

// Addresses in the sensor RAM (see Table 9 in spec)
#define SENSOR_PTAT             0x90
#define SENSOR_CPIX             0x91
#define SENSOR_CONFIG           0x92

// Addresses in the EEPROM (see Tables 5 & 7 in spec)
#define EEPROM_A_I_00           0x00 // A_i(0,0) IR pixel individual offset coefficient (ends at 0x3F)
#define EEPROM_B_I_00           0x40 // B_i(0,0) IR pixel individual offset coefficient (ends at 0x7F)
#define EEPROM_DELTA_ALPHA_00   0x80 // Delta-alpha(0,0) IR pixel individual offset coefficient (ends at 0xBF)
#define EEPROM_A_CP             0xD4 // Compensation pixel individual offset coefficients
```

```
#define EEPROM_B_CP                 0xD5 // Individual Ta dependence (slope) of the compensation pixel offset
#define EEPROM_ALPHA_CP_L           0xD6 // Sensitivity coefficient of the compensation pixel (low)
#define EEPROM_ALPHA_CP_H           0xD7 // Sensitivity coefficient of the compensation pixel (high)
#define EEPROM_TGC                  0xD8 // Thermal gradient coefficient
#define EEPROM_B_I_SCALE            0xD9 // Scaling coefficient for slope of IR pixels offset
#define EEPROM_V_TH_L               0xDA // V_TH0 of absolute temperature sensor (low)
#define EEPROM_V_TH_H               0xDB // V_TH0 of absolute temperature sensor (high)
#define EEPROM_K_T1_L               0xDC // K_T1 of absolute temperature sensor (low)
#define EEPROM_K_T1_H               0xDD // K_T1 of absolute temperature sensor (high)
#define EEPROM_K_T2_L               0xDE // K_T2 of absolute temperature sensor (low)
#define EEPROM_K_T2_H               0xDF // K_T2 of absolute temperature sensor (high)
#define EEPROM_ALPHA_0_L            0xE0 // Common sensitivity coefficient of IR pixels (low)
#define EEPROM_ALPHA_0_H            0xE1 // Common sensitivity coefficient of IR pixels (high)
#define EEPROM_ALPHA_0_SCALE        0xE2 // Scaling coefficient for common sensitivity
#define EEPROM_DELTA_ALPHA_SCALE    0xE3 // Scaling coefficient for individual sensitivity
#define EEPROM_EPSILON_L            0xE4 // Emissivity (low)
#define EEPROM_EPSILON_H            0xE5 // Emissivity (high)
#define EEPROM_TRIMMING_VAL         0xF7 // Oscillator trimming value

// Config flag locations
#define CFG_TA     8
#define CFG_IR     9
#define CFG_POR    10

// Arduino EEPROM addresses
#define AEEP_FREQ_ADDR 0x00

// Global variables
unsigned int PTAT;             // Proportional to absolute temperature value
int CPIX;                      // Compensation pixel

int IRDATA[NUM_PIXELS];        // Infrared raw data
byte EEPROM_DATA[EEPROM_SIZE]; // EEPROM dump

```

```
float ta;                         // Absolute chip temperature / ambient chip temperature (degrees celsius)
float emissivity;                 // Emissivity compensation
float k_t1;                       // K_T1 of absolute temperature sensor
float k_t2;                       // K_T2 of absolute temperature sensor
float da0_scale;                  // Scaling coefficient for individual sensitivity
float alpha_const;                // Common sensitivity coefficient of IR pixels and scaling coefficient for common sensitivity

int v_th;                         // V_TH0 of absolute temperature sensor
int a_cp;                         // Compensation pixel individual offset coefficients
int b_cp;                         // Individual Ta dependence (slope) of the compensation pixel offset
int tgc;                          // Thermal gradient coefficient
int b_i_scale;                    // Scaling coefficient for slope of IR pixels offset

float alpha_ij[NUM_PIXELS];       // Individual pixel sensitivity coefficient
int a_ij[NUM_PIXELS];             // Individual pixel offset
int b_ij[NUM_PIXELS];             // Individual pixel offset slope coefficient

char hpbuf[2];                    // Hex printing buffer
int res;                          // Error code storage

float temp[NUM_PIXELS];           // Final calculated temperature values in degrees celsius

SimpleTimer timer;                // Allows timed callbacks for temp functions

void(* reset_arduino_now) (void) = 0;    // Creates function to reset Arduino

// Stores references to the 3 timers used in the program
int ir_timer;
int ta_timer;
int por_timer;

// Stores refresh frequency, read out of the EEPROM
short REFRESH_FREQ;

volatile bool pir_motion_detected = false;

/*
// Send assertion failures over serial
void __assert(const char *__func, const char *__file, int __lineno, const char *__sexp) {
    // transmit diagnostic informations through serial link.
    Serial.println(__func);
```

```
    Serial.println(__file);
    Serial.println(__lineno, DEC);
    Serial.println(__sexp);
    Serial.flush();
    // abort program execution.
    abort();
}*/

void reset_arduino() {
  Serial.flush();
  reset_arduino_now();
}

// Basic assertion failure function
void assert(boolean a) {
  if (!a) Serial.println("ASSFAIL");
}

// Takes byte value and will output 2 character hex representation on serial
void print_hex(byte b) {
  hpbuf[0] = (b >> 4) + 0x30;
  if (hpbuf[0] > 0x39) hpbuf[0] +=7;

  hpbuf[1] = (b & 0x0f) + 0x30;
  if (hpbuf[1] > 0x39) hpbuf[1] +=7;

  Serial.print(hpbuf);
}

// Will read memory from the given sensor address and convert it into an
 ↪  integer
int _sensor_read_int(byte read_addr) {
  Wire.beginTransmission(ADDR_SENSOR);
  Wire.write(CMD_SENSOR_READ);
  Wire.write(read_addr);
  Wire.write(0x00); // address step (0)
  Wire.write(0x01); // number of reads (1)
  res = Wire.endTransmission(false); // we must use the repeated start here
  if (res != 0) return -1;

  Wire.requestFrom(ADDR_SENSOR, 2); // technically the 1 read takes up 2 bytes

  int LSB, MSB;
  int i = 0;
  while( Wire.available() ) {
    i++;

    if (i > 2) {
      return -1; // Returned more bytes than it should have
```

```
    }

    LSB = Wire.read();
    MSB = Wire.read();
  }

  return UBYTES2INT(MSB, LSB); // rearrange int to account for endian
   ↪  difference (TODO: check)
}

// Will read a configuration flag bit specified by flag_loc from the sensor
 ↪  config
bool _sensor_read_config_flag(int flag_loc) {
  int cur_cfg = _sensor_read_int(SENSOR_CONFIG);
  return (bool)(cur_cfg & ( 1 << flag_loc )) >> flag_loc;
}

// Reads Proportional To Absolute Temperature (PTAT) value
int sensor_read_ptat() {
  return _sensor_read_int(SENSOR_PTAT);
}

// Reads compensation pixel
int sensor_read_cpix() {
  return _sensor_read_int(SENSOR_CPIX);
}

// Reads POR flag
bool sensor_read_por() {
  return _sensor_read_config_flag(CFG_POR); // POR is 10th bit
}

// Read Ta measurement flag
bool sensor_read_ta_measure() {
  return _sensor_read_config_flag(CFG_TA);
}

// Read IR measurement flag
bool sensor_read_ir_measure() {
  return _sensor_read_config_flag(CFG_IR);
}

// Reads all raw IR data from sensor into IRDATA variable
boolean sensor_read_irdata() {
  int i = 0;

  // Due to wire library buffer limitations, we can only read up to 32 bytes
   ↪  at a time
```

```
  // Thus, the request has been split into multiple different requests to get
   ↪  the full 128 values
  // Each pixel value takes up two bytes (???) thus NUM_PIXELS * 2
  for (int line = 0; line < PIXEL_LINES; line++) {
    Wire.beginTransmission(ADDR_SENSOR);
    Wire.write(CMD_SENSOR_READ);
    Wire.write(line);
    Wire.write(0x04);
    Wire.write(0x10);
    res = Wire.endTransmission(false); // use repeated start to get answer

    if (res != 0) return false;

    Wire.requestFrom(ADDR_SENSOR, PIXEL_COLUMNS * BYTES_PER_PIXEL);

    byte PIX_LSB, PIX_MSB;

    for(int j = 0; j < PIXEL_COLUMNS; j++) {
      if (!Wire.available()) return false;

      // We read two bytes
      PIX_LSB = Wire.read();
      PIX_MSB = Wire.read();

      IRDATA[i] = BYTES2INT(PIX_MSB, PIX_LSB);
      i++;
    }
  }

  return true;
}

// Will send a command and the provided most significant and least significant
 ↪  bit
// with the appropriate check bit added
// Returns the Wire success/error code
boolean _sensor_write_check(byte cmd, byte check, byte lsb, byte msb) {
  Wire.beginTransmission(ADDR_SENSOR);
  Wire.write(cmd);          // Send the command
  Wire.write(lsb - check);  // Send the least significant byte check
  Wire.write(lsb);          // Send the least significant byte
  Wire.write(msb - check);  // Send the most significant byte check
  Wire.write(msb);          // Send the most significant byte
  return Wire.endTransmission() == 0;
}

// See datasheet: 9.4.2 Write configuration register command
// See datasheet: 8.2.2.1 Configuration register (0x92)
// Check byte is 0x55 in this instance
```

```
boolean sensor_write_conf() {
  byte cfg_MSB = B01110100;
  //              ||||||||
  //              |||||||*--- Ta measurement running (read only)
  //              ||||||*---- IR measurement running (read only)
  //              |||||*----- POR flag cleared
  //              ||||*------ I2C FM+ mode enabled
  //              ||**------- Ta refresh rate (2 byte code, 2Hz hardcoded)
  //              |*--------- ADC high reference
  //              *---------- NA

  byte cfg_LSB = B00001110;
  //              ||||||||
  //              ||||****--- 4 byte IR refresh rate (4 byte code, 1Hz
      default)
  //              ||**------- NA
  //              |*--------- Continuous measurement mode
  //              *---------- Normal operation mode

  switch(REFRESH_FREQ) {
  case 0: // 0.5Hz
    cfg_LSB = B00001111;
    break;
  case 2:
    cfg_LSB = B00001101;
    break;
  case 4:
    cfg_LSB = B00001100;
    break;
  case 8:
    cfg_LSB = B00001011;
    break;
  case 16:
    cfg_LSB = B00001010;
    break;
  case 32:
    cfg_LSB = B00001001;
    break;
  case 64:
    cfg_LSB = B00001000;
    break;
  case 128:
    cfg_LSB = B00000111;
    break;
  case 256:
    cfg_LSB = B00000110;
    break;
  case 512:
    cfg_LSB = B00000000; // modes 5 to 0 are all 512Hz
```

```
      break;
    }

  return _sensor_write_check(CMD_SENSOR_WRITE_CONF, 0x55, cfg_LSB, cfg_MSB);
}

// See datasheet: 9.4.3 Write trimming command
// Check byte is 0xAA in this instance
boolean sensor_write_trim() {
  return _sensor_write_check(CMD_SENSOR_WRITE_TRIM, 0xAA, E_READ(EEPROM_TRIMMING_VAL), 0x00);
}

// Reads EEPROM memory into global variable
boolean eeprom_read_all() {
  int i = 0;
  // Due to wire library buffer limitations, we can only read up to 32 bytes at a time
  // Thus, the request has been split into 4 different requests to get the full 128 values
  for(int j = 0; j < EEPROM_SIZE; j = j + 32) {
    Wire.beginTransmission(ADDR_EEPROM);
    Wire.write( byte(j) );
    res = Wire.endTransmission();

    if (res != 0) return false;

    Wire.requestFrom(ADDR_EEPROM, 32);

    i = j;
    while( Wire.available() ) { // slave may send less than requested
      byte b = Wire.read(); // receive a byte as character
      E_WRITE(i, b);
      i++;
    }
  }

  if (i < EEPROM_SIZE) { // If we didn't get the whole EEPROM
    return false;
  }

  return true;
}

// Writes various calculation values from EEPROM into global variables
void calculate_init() {
  v_th = E_BYTES2INT(EEPROM_V_TH_H, EEPROM_V_TH_L);
  k_t1 = E_BYTES2INT(EEPROM_K_T1_H, EEPROM_K_T1_L) / 1024.0;
  k_t2 = E_BYTES2INT(EEPROM_K_T2_H, EEPROM_K_T2_L) / 1048576.0;
```

```c

  a_cp = E_BYTE2INT(EEPROM_A_CP);
  b_cp = E_BYTE2INT(EEPROM_B_CP);
  tgc  = E_BYTE2INT(EEPROM_TGC);

  b_i_scale = E_READ(EEPROM_B_I_SCALE);

  emissivity = E_UBYTES2INT(EEPROM_EPSILON_H, EEPROM_EPSILON_L) / 32768.0;

  da0_scale = pow(2, -E_READ(EEPROM_DELTA_ALPHA_SCALE));
  alpha_const = (float)E_UBYTES2INT(EEPROM_ALPHA_0_H, EEPROM_ALPHA_0_L) *
   ↪  pow(2, -E_READ(EEPROM_ALPHA_0_SCALE));

  for (int i = 0; i < NUM_PIXELS; i++){
    float alpha_var = (float)E_READ(EEPROM_DELTA_ALPHA_00 + i) * da0_scale;
    alpha_ij[i] = (alpha_const + alpha_var);

    a_ij[i] = E_BYTE2INT(EEPROM_A_I_00 + i);
    b_ij[i] = E_BYTE2INT(EEPROM_B_I_00 + i);
  }
}

// Calculates the absolute chip temperature from the proportional to absolute
 ↪  temperature (PTAT)
float calculate_ta() {
  float ptat = (float)sensor_read_ptat();
  assert(ptat != -1);
  return (-k_t1 +
      sqrt(
        square(k_t1) -
        ( 4 * k_t2 * (v_th-ptat) )
      )
    ) / (2*k_t2) + 25;
}

// Calculates the final temperature value for each pixel and stores it in temp
 ↪  array
void calculate_temp() {
  float v_cp_off_comp = (float) CPIX - (a_cp + (b_cp/pow(2, b_i_scale)) * (ta
   ↪  - 25));

  for (int i = 0; i < NUM_PIXELS; i++){
    float alpha_ij_v = alpha_ij[i];
    int a_ij_v = a_ij[i];
    int b_ij_v = b_ij[i];

    float v_ir_tgc_comp = IRDATA[i] - (a_ij_v + (float)(b_ij_v/pow(2,
     ↪  b_i_scale)) * (ta - 25)) - (((float)tgc/32)*v_cp_off_comp);
    float v_ir_comp = v_ir_tgc_comp / emissivity;
```

```
    temp[i] = sqrt(sqrt((v_ir_comp/alpha_ij_v) + pow((ta + 273.15),4))) -
     ↪  273.15;
  }

}

// Prints all of EEPROM as hex
void print_eeprom() {
  Serial.print("EEPROM ");
  for(int i = 0; i < EEPROM_SIZE; i++) {
    print_hex(E_READ(i));
  }
  Serial.println();
}

// Prints a serial "packet" containing IR data
void print_packet(unsigned long cur_time) {
  Serial.print("START ");
  Serial.println(cur_time);

  Serial.print("MOVEMENT ");
  Serial.println(pir_motion_detected);

  for(int i = 0; i<NUM_PIXELS; i++) {
    Serial.print(temp[i]);

    if ((i+1) % PIXEL_COLUMNS == 0) {
      Serial.println();
    } else {
      Serial.print("\t");
    }
  }

 Serial.print("STOP ");
 Serial.println(millis());
 Serial.flush();
}

// Prints info about driver, build and configuration
void print_info() {
  Serial.println("INFO START");
  Serial.println("DRIVER MLX90620");

  Serial.print("BUILD ");
  Serial.print(__DATE__);
  Serial.print(" ");
  Serial.println(__TIME__);

  Serial.print("IRHZ ");
```

```
  Serial.println(REFRESH_FREQ);
  Serial.println("INFO STOP");
}

// Runs functions necessary to initialize the temperature sensor
void initialize() {
  assert(eeprom_read_all());
  assert(sensor_write_trim());
  assert(sensor_write_conf());

  calculate_init();

  ta_loop();
}

// Calculates absolute temperature
void ta_loop() {
  ta = calculate_ta();
}

// Checks if the sensor as been reset, and if so, re-runs the initialize functions
void por_loop() {
  if (!sensor_read_por()) { // there has been a reset
    initialize();
  }
}

// Runs functions necessary to compute and output the temperature data
void ir_loop() {
  unsigned long cur_time = millis();

  assert(sensor_read_irdata());

  CPIX = sensor_read_cpix();
  assert(CPIX != -1);

  calculate_temp();

  print_packet(cur_time);

  pir_motion_detected = false;
}

// Configures timers to poll IR and other data periodically
void activate_timers() {
  float hz = REFRESH_FREQ;

  if (REFRESH_FREQ == 0) {
```

```
    hz = 0.5;
  }

  // Calculate how many milliseconds each timer should run for
  // based upon the configured refresh rate of the IR data and
  // absolute temperature data
  long irlen = (1/hz) * 1000;
  long talen = (1/2.0) * 1000;

  if (talen < irlen) {
    talen = irlen;
  }

  ir_timer = timer.setInterval(irlen, ir_loop);
  ta_timer = timer.setInterval(talen, ta_loop);
  por_timer = timer.setInterval(POR_CHECK_FREQ, por_loop);

  attachInterrupt(PIR_INTERRUPT_PIN, pir_motion, RISING);
}

// Disables timers to poll IR and other data periodically
void deactivate_timers() {
  timer.disable(ir_timer);
  timer.deleteTimer(ir_timer);

  timer.disable(ta_timer);
  timer.deleteTimer(ta_timer);

  timer.disable(por_timer);
  timer.deleteTimer(por_timer);

  detachInterrupt(PIR_INTERRUPT_PIN);
}

void pir_motion() {
  pir_motion_detected = true;
}

void read_freq() {
  byte rd = EEPROM.read(0);

  if (rd > 9) {
    rd = 0;
    EEPROM.write(AEEP_FREQ_ADDR, 0);
  }

  switch(rd) {
  case 1:
    REFRESH_FREQ = 1;
```

```
      break;
    case 2:
      REFRESH_FREQ = 2;
      break;
    case 3:
      REFRESH_FREQ = 4;
      break;
    case 4:
      REFRESH_FREQ = 8;
      break;
    case 5:
      REFRESH_FREQ = 16;
      break;
    case 6:
      REFRESH_FREQ = 32;
      break;
    case 7:
      REFRESH_FREQ = 64;
      break;
    case 8:
      REFRESH_FREQ = 128;
      break;
    case 9:
      REFRESH_FREQ = 256;
      break;
    case 10:
      REFRESH_FREQ = 512;
      break;

    default:
    case 0:
      REFRESH_FREQ = 0;
      break;
    }
}

void write_freq(int freq) {
  byte wt;

  switch(freq) {
    case 1:
      wt = 1;
      break;
    case 2:
      wt = 2;
      break;
    case 4:
      wt = 3;
      break;
```

```
    case 8:
      wt = 4;
      break;
    case 16:
      wt = 5;
      break;
    case 32:
      wt = 6;
      break;
    case 64:
      wt = 7;
      break;
    case 128:
      wt = 8;
      break;
    case 256:
      wt = 9;
      break;
    case 512: // writing 512 to the config doesn't work for some reason
      wt = 10;
      break;

    default:
    case 0:
      wt = 0;
      break;
  }

  EEPROM.write(AEEP_FREQ_ADDR, wt);
}

// Configure libraries and sensors at startup
void setup() {
  pinMode(2, INPUT);

  Wire.begin();
  Serial.begin(115200);

  Serial.println();
  Serial.print("INIT ");
  Serial.println(millis());

  read_freq();
  print_info();
  initialize();

  Serial.print("ACTIVE ");
  Serial.println(millis());
  Serial.flush();
```

```
}

char manualLoop = 0;

// Triggered when serial data is sent to Arduino. Used to trigger basic
↪  actions.
void serialEvent() {
  while (Serial.available()) {
    char in = (char)Serial.read();
    if (in == '\r' || in == '\n') continue;

    switch (in) {
    case 'R':
    case 'r':
      reset_arduino();
      break;

    case 'I':
    case 'i':
      print_info();
      break;

    case 'T':
    case 't':
      activate_timers();
      break;

    case 'O':
    case 'o':
      deactivate_timers();
      break;

    case 'P':
    case 'p':
      if (manualLoop == 16) { // Run ta_loop every 16 manual iterations
        ta_loop();
        manualLoop = 0;
      }

      ir_loop();

      manualLoop++;
      break;

    case 'f':
    case 'F':
      write_freq(Serial.parseInt());
      reset_arduino();
      break;
```

```
    default:
      Serial.println("UNKNOWN COMMAND");
    }
  }
}

void loop() {
  timer.run();
}
```

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