

# How to use a Digital Sensor with RIOT

using an STM32 Nucleo-64 F401RE development board

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<https://github.com/ichatz/riotos-apps>



Low-power measurement of the ambient temperature and humidity with an STM32 Nucleo-64 F401RE development board and the RIOT operating system.

Required hardware components:

- STM32 Nucleo-64 F401RE

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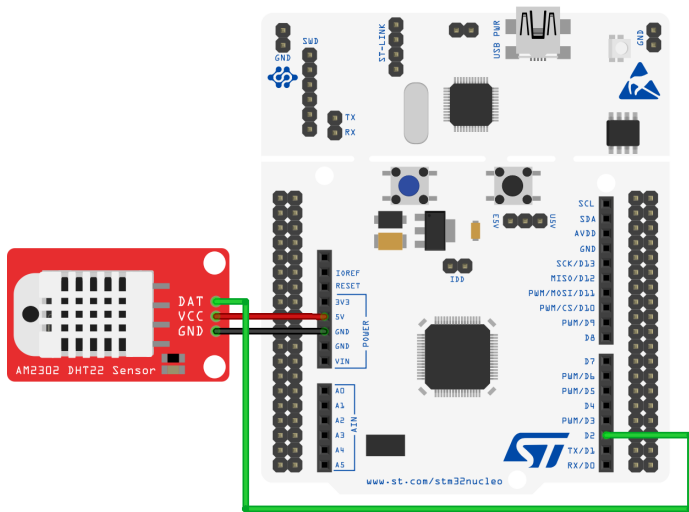
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- STM32 Nucleo-64 F401RE
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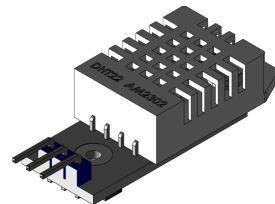
Required hardware components:

- STM32 Nucleo-64 F401RE
- DHT22 digital sensor
- 3 Female to male jumper wires

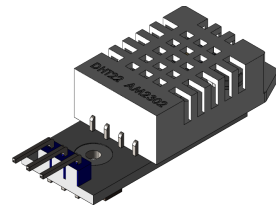


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- The DHT22 digital sensor is a widely diffused component
  - Measures temperature and relative humidity
  - Uses a custom protocol which use a single wire/bus for communication.

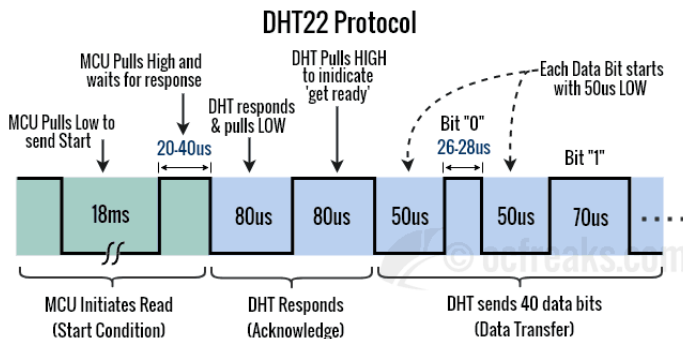


- The DHT22 digital sensor is a widely diffused component
  - Measures temperature and relative humidity
  - Uses a custom protocol which use a single wire/bus for communication.
- The DATA wire used for communication between STM32 MCU and the DHT22.
  - A  $4.7K\Omega$  or  $10K\Omega$  pull-up resistor is used to bring the bus in an IDLE state when there is no communication taking place.
  - A continuous HIGH on the line denote an IDLE state.
  - The STM32 MCU acts as the bus controller and hence is responsible for initiating communication (i.e., read).



# DHT22 Communication Protocol

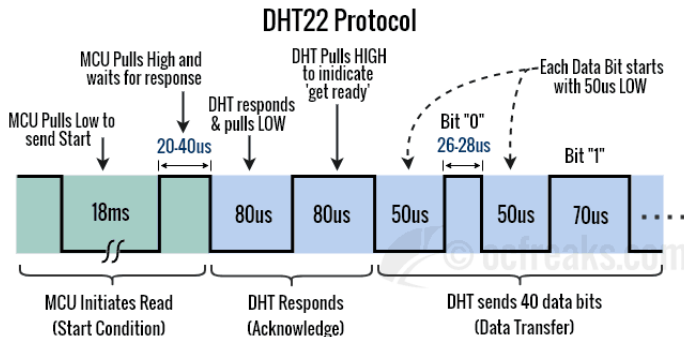
- 1 The STM32 MCU pulls it to a LOW for 18ms and HIGH for around 20...40 $\mu$ s.





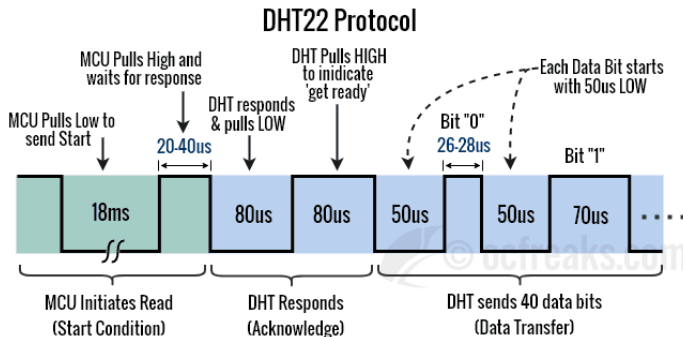
# DHT22 Communication Protocol

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- 2 DHT22 detects a START and responds by pulling the line LOW for 80 $\mu$ s.



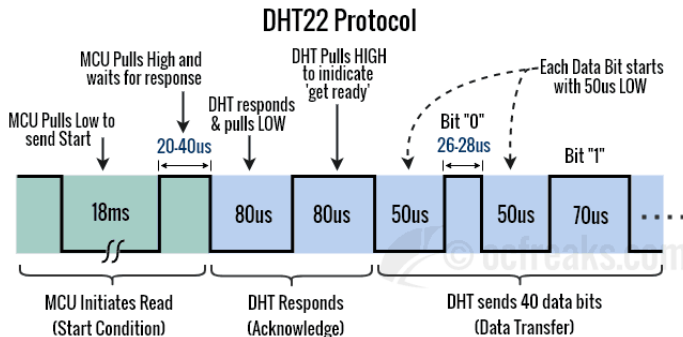
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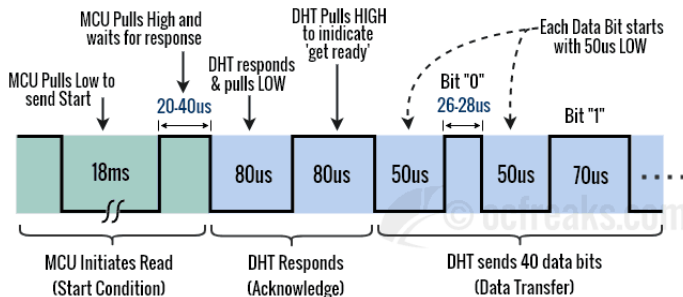
- ① The STM32 MCU pulls it to a LOW for 18ms and HIGH for around 20...40 $\mu$ s.
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- ④ A bit starts with a 50 $\mu$ s LOW followed by 26 – 28 $\mu$ s for a "0" or 70 $\mu$ s for a "1".



# DHT22 Communication Protocol

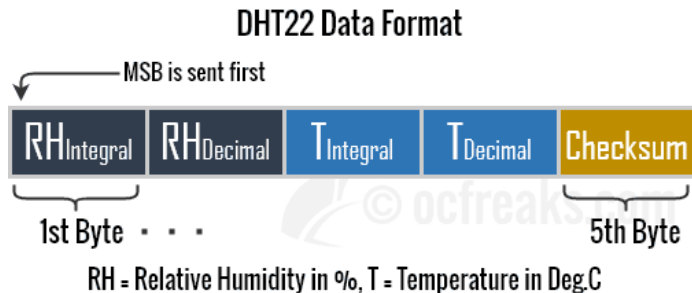
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- ④ A bit starts with a 50 $\mu$ s LOW followed by 26 – 28 $\mu$ s for a “0” or 70 $\mu$ s for a “1”.
- ⑤ To ends, the Line is pulled HIGH by the pull-up resistor and enters IDLE state.

## DHT22 Protocol



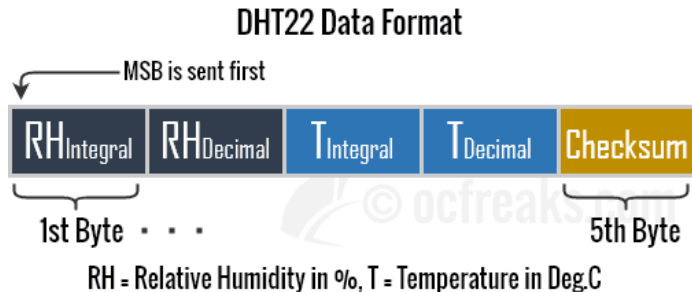
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- 1 1st Byte: Relative Humidity Integral Data in % (Integer Part)



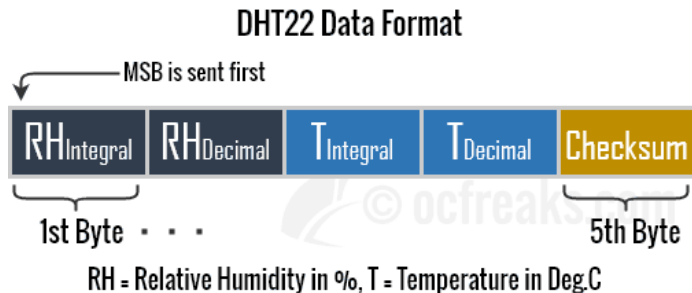
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## DHT22 Data Format

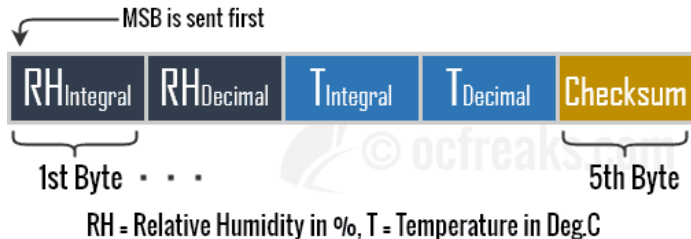
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- 3 3rd Byte: Temperature Integral in Degree Celsius (Integer Part)



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- ② 2nd Byte: Relative Humidity Decimal Data in % (Fractional Part) – Zero for DHT11
- ③ 3rd Byte: Temperature Integral in Degree Celsius (Integer Part)
- ④ 4th Byte: Temperature in Decimal Data in % (Fractional Part) – Zero for DHT11

## DHT22 Data Format





# DHT22 Data Format

- 1 1st Byte: Relative Humidity Integral Data in % (Integer Part)
- 2 2nd Byte: Relative Humidity Decimal Data in % (Fractional Part) – Zero for DHT11
- 3 3rd Byte: Temperature Integral in Degree Celsius (Integer Part)
- 4 4th Byte: Temperature in Decimal Data in % (Fractional Part) – Zero for DHT11
- 5 5th Byte: Checksum (Last 8 bits of 1st Byte + 2nd Byte + 3rd Byte+ 4th Byte)

## DHT22 Data Format



RH = Relative Humidity in %, T = Temperature in Deg.C

# Creating a new application in RIOT OS – Step 1

- 1 Identify location of RIOT folder  
e.g., `/home/ichatz/RIOT`

## Makefile

```
APPLICATION = myapp
```

```
BOARD ?= nucleo-f401re
```

```
RIOTBASE ?= $(CURDIR)/../RIOT
```

```
DEVELHELP ?= 1
```

```
QUIET ?= 0
```

```
include $(RIOTBASE)/Makefile.include
```



# Creating a new application in RIOT OS – Step 1

- 1 Identify location of RIOT folder  
e.g., `/home/ichatz/RIOT`
- 2 Create a new folder  
e.g., `/home/ichatz/myapp`

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- 1 Identify location of RIOT folder  
e.g., `/home/ichatz/RIOT`
- 2 Create a new folder  
e.g., `/home/ichatz/myapp`
- 3 Create a file named Makefile using your favorite editor.

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- 1 Identify location of RIOT folder  
e.g., `/home/ichatz/RIOT`
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e.g., `/home/ichatz/myapp`
- 3 Create a file named `Makefile` using your favorite editor.
- 4 Insert the contents provided here.

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# Creating a new application in RIOT OS – Step 1

- 1 Identify location of RIOT folder  
e.g., `/home/ichatz/RIOT`
- 2 Create a new folder  
e.g., `/home/ichatz/myapp`
- 3 Create a file named `Makefile` using your favorite editor.
- 4 Insert the contents provided here.
- 5 Change `QUIET` from `0` → `1` to see the compiler invocation commands.
- 6 Change `DEVELHELP` from `1` → `0` to remove debug information.

## Makefile

```
APPLICATION = myapp
```

```
BOARD ?= nucleo-f401re
```

```
RIOTBASE ?= $(CURDIR)/../RIOT
```

```
DEVELHELP ?= 1
```

```
QUIET ?= 0
```

```
include $(RIOTBASE)/Makefile.include
```



## Creating a new application in RIOT OS – Step 2

- 7 Create the file named `main.c` file using your favorite editor.

main.c

```
#include <stdio.h>
```

```
int main(void) {  
    printf("RIOT empty app.\n");  
    return 0;  
}
```



## Creating a new application in RIOT OS – Step 2

- 9 Create the file named `main.c` file using your favorite editor.
- 10 Insert the contents provided here.

main.c

```
#include <stdio.h>

int main(void) {
    printf("RIOT empty app.\n");
    return 0;
}
```



## Creating a new application in RIOT OS – Step 3

- 11 Open a terminal and go to the folder of the RIOT application  
e.g., `/home/ichatz/myapp`

### Command line

```
ichatz:~/# cd myapp
ichatz:~/myapp# make
ichatz:~/myapp# make flash
ichatz:~/myapp# make term
```



## Creating a new application in RIOT OS – Step 3

- 11 Open a terminal and go to the folder of the RIOT application  
e.g., `/home/ichatz/myapp`
- 12 Compile the code using `make`

### Command line

```
ichatz:~/# cd myapp
ichatz:~/myapp# make
ichatz:~/myapp# make flash
ichatz:~/myapp# make term
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## Creating a new application in RIOT OS – Step 3

- 11 Open a terminal and go to the folder of the RIOT application  
e.g., `/home/ichatz/myapp`
- 12 Compile the code using `make`
- 13 Program the STM32 board using `make flash`

### Command line

```
ichatz:~/# cd myapp
ichatz:~/myapp# make
ichatz:~/myapp# make flash
ichatz:~/myapp# make term
```



## Creating a new application in RIOT OS – Step 3

- 11 Open a terminal and go to the folder of the RIOT application  
e.g., `/home/ichatz/myapp`
- 12 Compile the code using `make`
- 13 Program the STM32 board using `make flash`
- 14 Connect to the STM32 board through the USB to check debug output using  
`make term`

### Command line

```
ichatz:~/# cd myapp
ichatz:~/myapp# make
ichatz:~/myapp# make flash
ichatz:~/myapp# make term
```



# Hardware Independent elements

## Makefile

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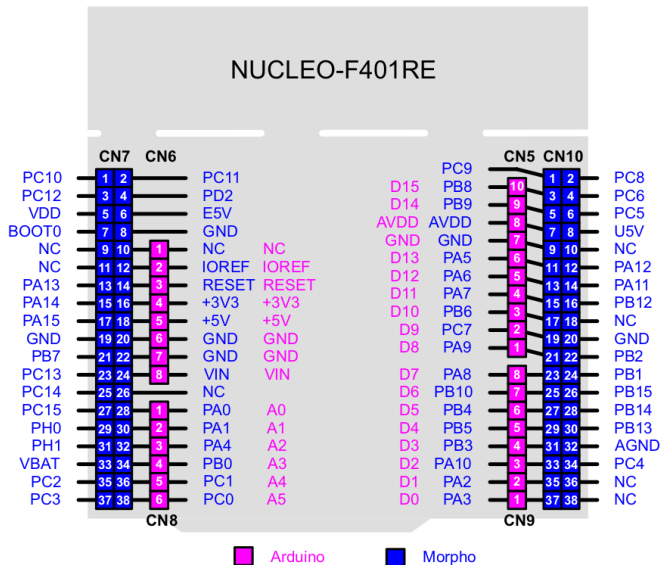
# Modules to include:
USEMODULE += dht
USEMODULE += fmt

DEVELHELP ?= 1
QUIET ?= 0
include $(RIOTBASE)/Makefile.include
```

← We wish to use the **DHT** module.

← **FMT** = Format Module to help with the DHT protocol.





## main.c

```
int main(void) {
    dht_params_t my_params;
    my_params.pin = GPIO_PIN(PORT_A, 10);
    my_params.type = DHT_PARAM_TYPE;
    my_params.in_mode = DHT_PARAM_PULL;

    dht_t dev;
    if (dht_init(&dev, &my_params) == DHT_OK) {
        printf("DHT sensor connected\n");
    }
}
```

- Use the `struct dht_params_t` to provide the PIN used.



```
int main(void) {
    int16_t temp, hum;
    if (dht_read(&dev, &temp, &hum) != DHT_OK) {
        printf("Error reading values\n");
    }

    char temp_s[10];
    size_t n = fmt_s16_dfp(temp_s, temp, -1);
    temp_s[n] = '\0';

    char hum_s[10];
    n = fmt_s16_dfp(hum_s, hum, -1);
    hum_s[n] = '\0';

    printf("DHT values - temp: %s°C - relative humidity: %s%%\n",
          temp_s, hum_s);
}
```

## Command line

```
ichatz:~/# cd myapp
```

```
ichatz:~/myapp# make flash
```

```
ichatz:~/myapp# make term
```

```
/home/ichatz/RIOT/dist/tools/pyterm/pyterm -p "/dev/ttyACM0" -b "115200"
```

```
Twisted not available, please install it if you want to use pyterm's JSON
```

```
# Connect to serial port /dev/ttyACM0
```

```
Welcome to pyterm!
```

```
Type '/exit' to exit.
```

```
# DHT sensor connected
```

```
# DHT values - temp: 21.8°C - relative humidity: 46.9%
```