



# UCSC Extension Silicon Valley

**Embedded Firmware Essentials**

**EMBD.X415.(1) Spring 2018**

**Final Project Presentation: Temperature  
Monitoring System For A Microclimate Or  
Greenhouse**

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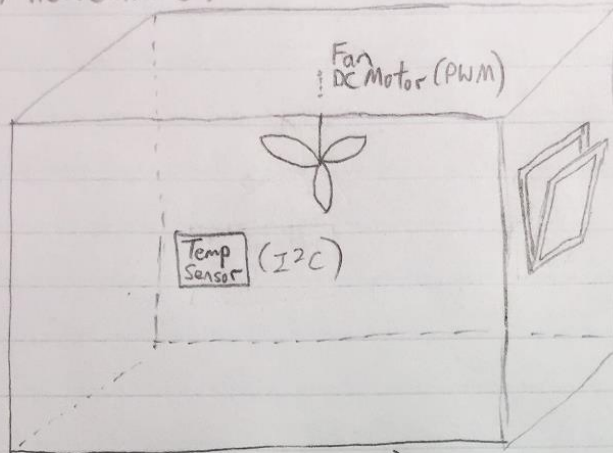
Instructor: David Wachenschwanz

Date: June 16, 2018

# Final Project Proposal

Temperature Monitoring System For A Microclimate Or Greenhouse

Microclimate / Greenhouse



LCD 1602 (Parallel I/O)

Temp	Fan	Vent
26.83	100%	30deg

Red LED (Digital Out)

Green LED (Digital Out)

SPDT Kill Switch (Interrupt In)

Interrupt Triggered

Fan OFF; Vent 0°;

Green LED

Red LED

## Program Pseudocodes:

Temp < 20

Fan OFF; Vent 0°; Green LED

Temp >= 20 && Temp < 25

Fan 25% DC; Vent 15°; Green LED

Temp >= 25 && Temp < 30

Fan 50% DC; Vent 30°

Temp >= 30 && Temp < 35

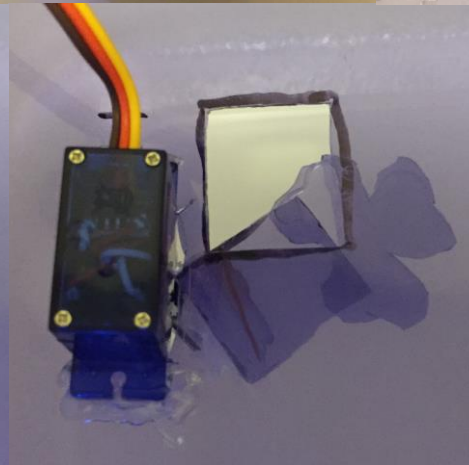
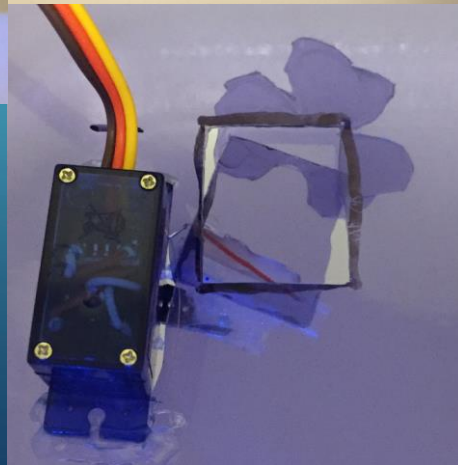
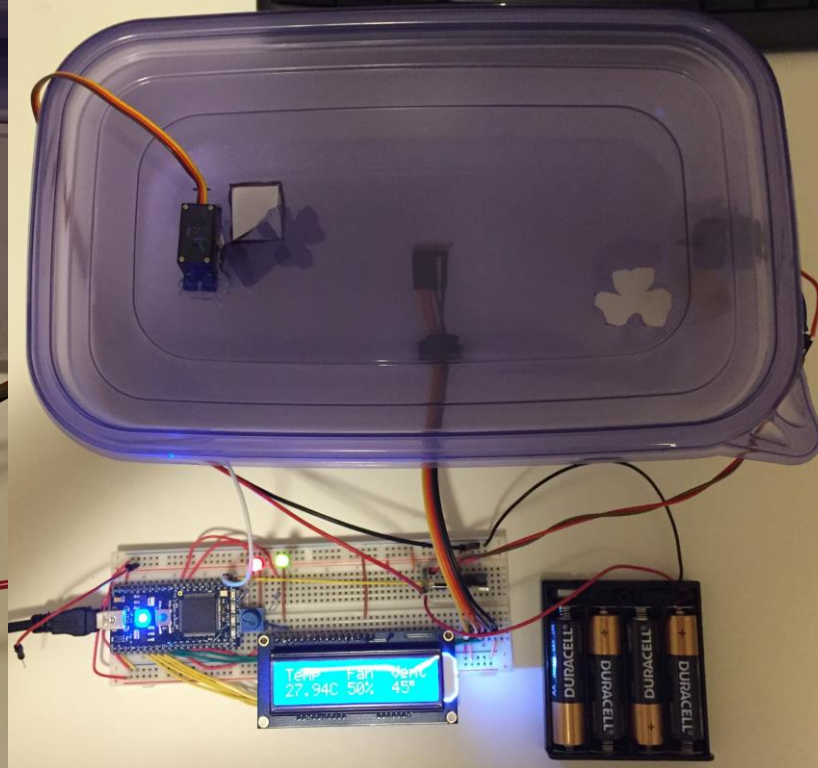
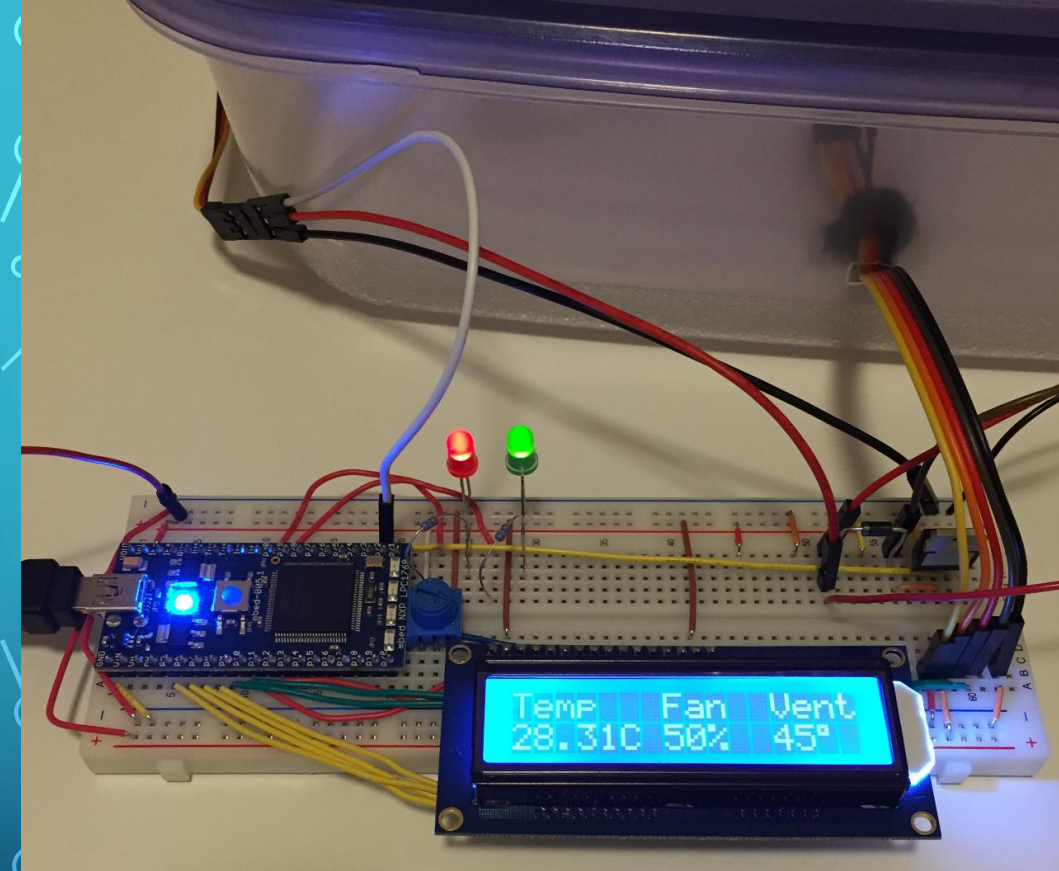
Fan 75% DC; Vent 45°; Red LED

Temp > 35

Fan 100% DC; Vent 60°; Red LED



# Hardware Setup





# Aspects of Embedded Systems Design

- **I<sup>2</sup>C:** TMP102 Temperature Sensor
- **InterruptIn:** Kill Switch For Emergency Shutdown
- **DigitalOut 6x:** Status LEDs
- **PwmOut 2x:** Servo (Vent), DC Motor (Cooling Fan)
- **Serial:** Emulation Terminal Status Display
- **TextLCD (parallel):** Status Display

# Firmware Components

- Modular Codes, Modular Functions, Multiple Files:
- Debounce: Timer, Debounce\_Setup()
- I<sup>2</sup>C: TMP102\_Setup(), TMP102\_Sample()
- InterruptIn: ISR\_Setup(), ISR\_rise(), ISR\_fall()
- LED: LED\_Reset()
- **OperationStates:** StateInit(), StateTooCold(), StateCold(), StateNormal(), StateHot(), StateTooHot(), StateEmergency(), StateResume()
- PWM: Fan\_Setup(), Servo\_Setup()
- Serial: Serial\_Setup(), Serial\_Print()
- TextLCD: TextLCD\_Print()



# Main Function

```
int main()
{
    StateInit();

    while (1)
    {
        if (!emergency_flag)
        {
            Red_Green_LED_Reset();
            while (!emergency_flag && temp < 20.0)
                StateTooCold();
            Red_Green_LED_Reset();

            while (!emergency_flag && temp >= 19.0 && temp < 25.0)
                StateCold();
            Red_Green_LED_Reset();

            while (!emergency_flag && temp >= 24.0 && temp < 30.0)
                StateNormal();
            Red_Green_LED_Reset();

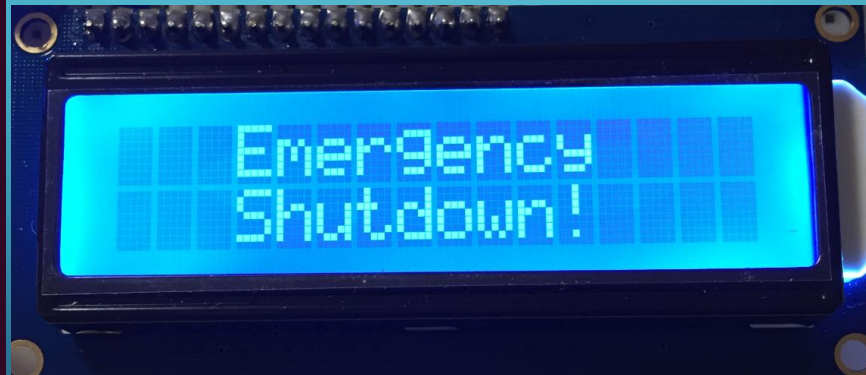
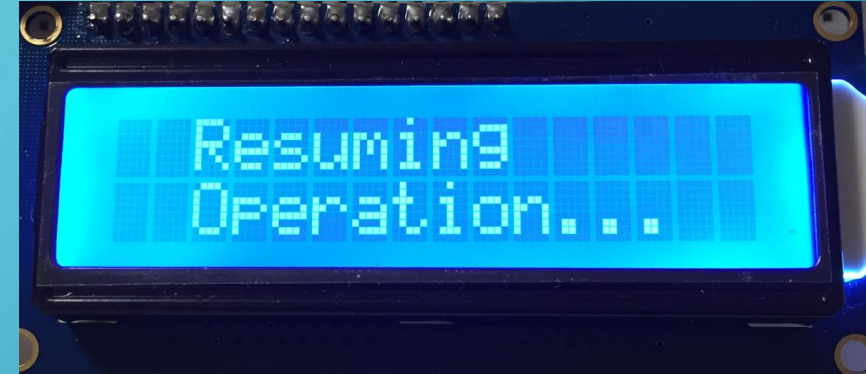
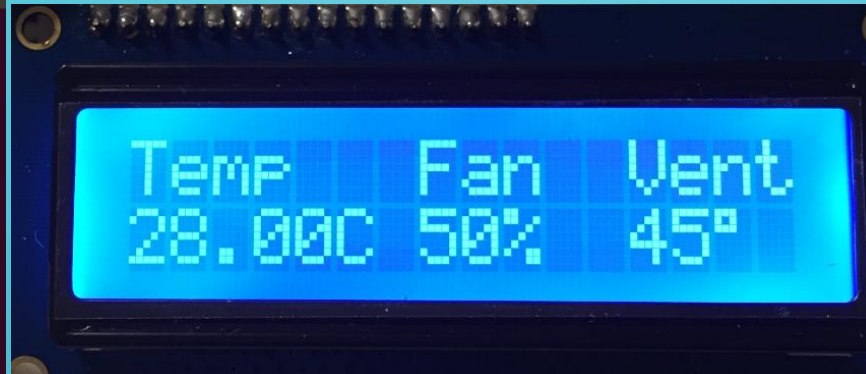
            while (!emergency_flag && temp >= 29.0 && temp < 35.0)
                StateHot();
            Red_Green_LED_Reset();

            while (!emergency_flag && temp >= 34.0)
                StateTooHot();
            Red_Green_LED_Reset();
        }

        else
        {
            while (emergency_flag)
                StateEmergency();
            StateResume();
        }
    }
}
```

# Terminal and LCD Displays

```
kfoo@kfoo-VirtualBox: ~  
File Edit View Search Terminal Help  
  
Temperature = 32.75 degC  
Fan Duty Cycle = 75 %  
Vent Angle = 60 deg  
  
Temperature = 32.94 degC  
Fan Duty Cycle = 75 %  
Vent Angle = 60 deg  
  
Temperature = 33.00 degC  
Fan Duty Cycle = 75 %  
Vent Angle = 60 deg  
  
Temperature = 33.12 degC  
Fan Duty Cycle = 75 %  
Vent Angle = 60 deg  
  
Temperature = 32.50 degC  
Fan Duty Cycle = 75 %  
Vent Angle = 60 deg  
  
Temperature = 32.31 degC  
Fan Duty Cycle = 75 %  
Vent Angle = 60 deg
```





# Challenges

- DC motor interference with InterruptIn
- Causes InterruptIn to be triggered on rising edge when DC motor is running
- Wire on InterruptIn acts as antenna, picking up noise from DC motor (induced voltage on wire)
- Capacitors, tin foil shielding on wire and dc motor did not work
- Video demonstration



# Challenges: Video Demos

- Without DC motor running to prove InterruptIn is working:
  - <video to be shown in class>
- With DC motor running:
  - <video to be shown in class>
- With DC motor running, wire hanging on InterruptIn:
  - <video to be shown in class>
- With DC motor running, wire hanging on wiper of switch:
  - <video to be shown in class>

To not use a switch to eliminate interference on wire.  
Assert and de-assert a 3.3V wire manually the InterruptIn pin to simulate closing (trigger rising edge) and opening (trigger falling edge) of a switch.



**Final Project Demonstration**

**Questions and Answers**

**Thank You**