

National Institute Of Technology Goa

Ultrasonic Rangefinder using 8051



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Chapter 1

Objective

The objective of this experiment is to built a Ultrasonic rangefinder using 8051 Microcontroller and Ultrasonic Sensor which measures the distance up to 4 meters.

Chapter 2

Requirements

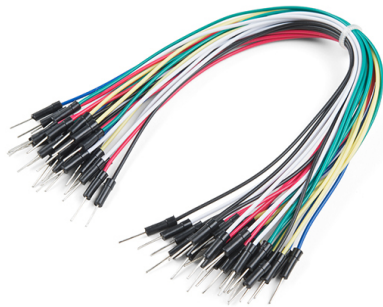
1. 8051 Microcontroller
2. 16X2 LCD Unit:



3. HC-SR04 Ultrasonic Sensor:



4. Jumper wires



2.1 Software Requirements

- (a) Keil Uvision 3
- (b) Programming language: C Language

Chapter 3

Introduction

3.1 Principle of Ultrasonic Rangefinder

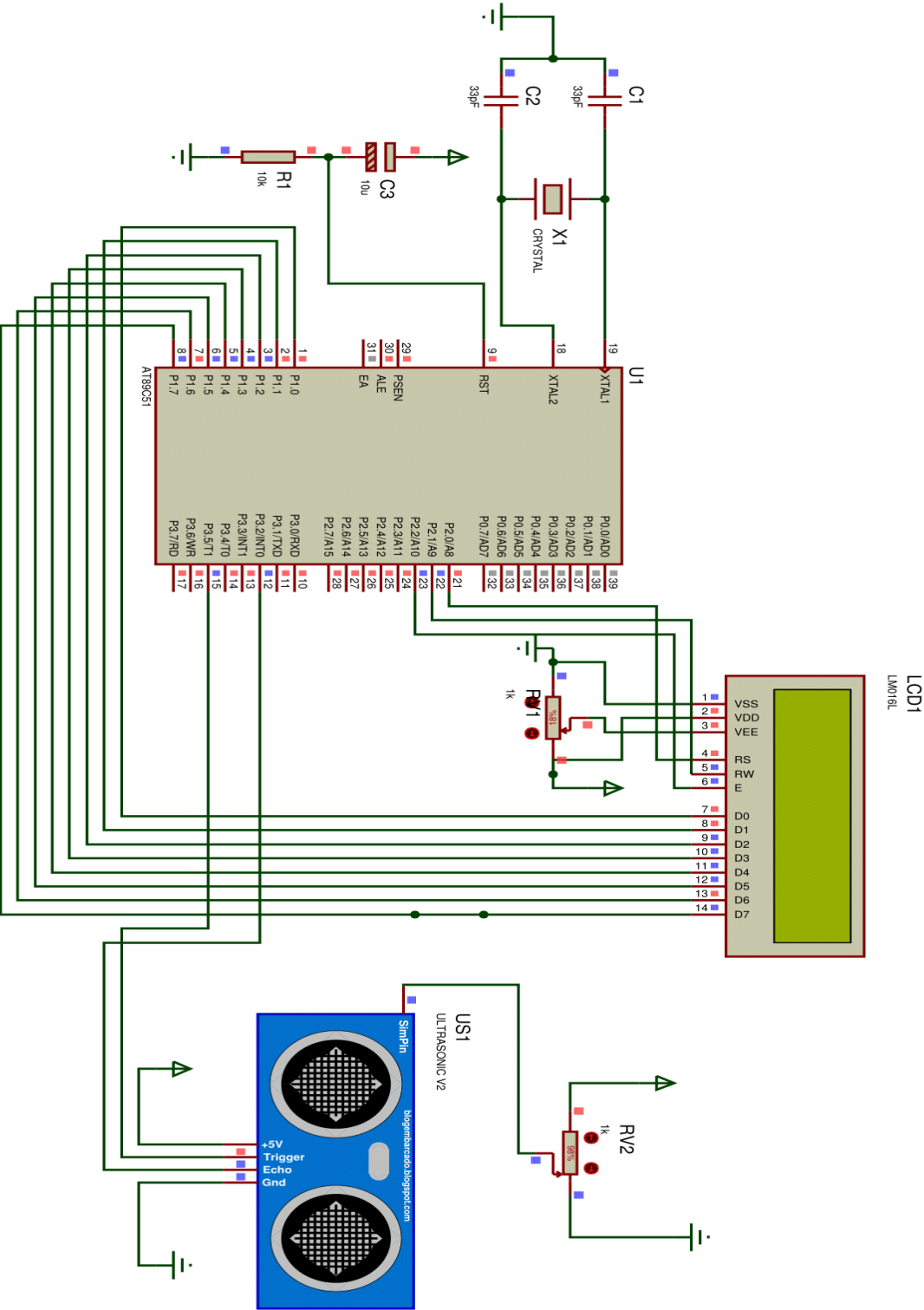
Generally, the distance can be measured using pulse echo method. The ultrasonic module transmits a signal to the object, then receives echo signal from the object and produces output signal whose time period is proportional to the distance of the object. The mechanism of the ultra sonic sensor is similar to the RADAR (Radio Detection and Ranging).

This circuit calculates the distance of the object based on the speed of the sound wave at normal temperature and displays the distance on LCD.

3.2 How Ultrasonic Rangefinder using 8051 Circuit works?

1. The HC-SR04 module has ultrasonic transmitter, receiver and control circuit on a single board. The module has only 4 pins, Vcc, Gnd, Trig and Echo.
2. When a pulse of 10sec or more is given to the Trig pin, 8 pulses of 40 kHz are generated. After this, the Echo pin is made high by the control circuit in the module.
3. Echo pin remains high till it gets echo signal of the transmitted pulses back.
4. The time for which the echo pin remains high, i.e. the width of the Echo pin gives the time taken for generated ultrasonic sound to travel towards the object and return.
5. Using this time and the speed of sound in air, we can find the distance of the object using a simple formula for distance using speed and time.

3.3 Interfacing Diagram



3.4 Ultrasonic Module (Ultrasonic Sensor)

HC SR04 Ultrasonic Module works on the principle of SONAR and is designed to measure the range of the object in small embedded projects. It offers excellent range detection with high accuracy and stable readings. The operation of the module is not affected by the sunlight or black material.

3.5 To measure distance

1. Object Distance(in cm) = (Sound Velocity * Time)/2,
Where, Sound Velocity = 34300 (in cm per second)
2. Here, oscillator frequency of AT89S52 (8051) is 11.0592 MHz, then timer frequency of 8051 will be 921.6 kHz.
3. So, Time required to execute 1 instruction is 1.085 us.
4. So, timer gets incremented after 1.085 us time elapse.
5. Hence, Distance

$$= \frac{34300 * TimerCount * 1.085 * 10^{-6}}{2} \quad (3.1)$$

$$= \frac{TimerCount}{54} \quad (3.2)$$

3.6 Ultrasonic Rangefinder Applications

1. Used to measure the obstacle distance.
2. This system used in automotive parking sensors and obstacle warning systems.
3. Used in terrain monitoring robots.

Chapter 4

Procedure

1. Initially burn the program to the microcontroller
2. Now give the connections as per the circuit diagram
3. While giving the connections make sure that Vcc of ultrasonic module is connected to 5V DC
4. Switch on the board supply
5. Place the obstacle in front the ultrasonic module, now you can observe the distance on LCD.
6. Switch off the board supply.

Chapter 5

Code

```
1 #include <reg51.h>    //Header file inclusion for 8051
2 #include <intrins.h>  // for using _nop_() function
3
4 void delay(unsigned int rtime);
5 void command(unsigned char DATA);
6 void display_lcd(unsigned char location , unsigned char *d);
7 void get_range(void);
8
9 sbit trig = P3 ^ 5; //timer 1
10 sbit echo = P3 ^ 2; //INTR 0
11 sbit LCDrs = P2 ^ 0; //The Register select Pin
12 sbit LCDrw = P2 ^ 1; //The Read/Write Pin
13 sbit LCDen = P2 ^ 2; //The Enable Pin
14
15 void main(void)
16 {
17     //initilaze LCD
18     command(0x30); //1 line and 5x7 matrix
19     delay(1);
20
21     command(0x38); //2 line and 5x7 matrix
22     delay(1);
23
24     command(0x0c); //Display on, cursor off
25     delay(1);
26
27     command(0x01); //Clear display Screen
28     delay(1);
29
30     command(0x06); //shift cursor to right
31     delay(1);
32
```

```

33     display_lcd(0x80, "OBSTACLE AT "); //Display character String from location
34     TMOD = 0x09;                       //timer0 in 16 bit mode with gate enable
35     TR0 = 1;                           //timer run enabled
36     TH0 = 0x00;
37     TL0 = 0x00;
38     echo = 1; //setting pin P3.2 as input
39
40     while (1){
41         get_range();
42         delay(2);
43     }
44 }
45
46 void delay(unsigned int rtime)
47 {
48     unsigned int r, s;
49     for (r = 0; r < rtime; r++)
50         for (s = 0; s < 1275; s++);
51 }
52
53 void command(unsigned char DATA)
54 {
55     LCDrs = 0;
56     LCDrw = 0;
57     LCDen = 1; //Strobe the enable pin
58     P1 = DATA; //Put the value on the pins
59     LCDrs = 0;
60     LCDrw = 0;
61     LCDen = 0;
62 }
63
64 void display_lcd(unsigned char location, unsigned char *d)
65 {
66     command(0x00 | location);
67     delay(1); //10mS delay generation
68     while (*d)
69     {
70         LCDrs = 1;
71         LCDrw = 0;
72         LCDen = 1; //Strobe the enable pin
73         P1 = *d; //Put the value on the pins
74         LCDrs = 1;
75         LCDrw = 0;
76         LCDen = 0;
77         delay(1); //10mS delay generation

```

```

78     }
79 }
80
81 void get_range(void)
82 {
83     int range = 0;
84     int timerval;
85     // send_pulse
86     TH0 = 0x00;
87     TL0 = 0x00;
88     trig = 1; //pull trigger pin HIGH
89     //each _nop_() generates 1u sec of delay
90     _nop_(); _nop_(); _nop_(); _nop_(); _nop_();
91     _nop_(); _nop_(); _nop_(); _nop_(); _nop_();
92     trig = 0;
93
94     while (INT0 == 0); //waiting until echo pulse is detected
95     while (INT0 == 1); //waiting until echo change its state
96     timerval = TH0;
97     timerval = (timerval << 8) | TL0; //read timer register for timer count
98     TH0 = 0xFF;
99     TL0 = 0xFF;
100    if (timerval < 34300) //Maximum 34300us work at higher levels
101        range = timerval / 54;
102    else
103        range = 0;
104
105    // Converting number to 4 digit
106    int i = 3;
107    char str[7] = {"0000 CM"};
108    while (range)
109    {
110        str[i] = 0x30 | range % 10;
111        range = range / 10;
112        i--;
113    }
114    display_lcd(0xC5, str);
115 }

```

Chapter 6

Algorithm

The algorithm for finding the distance uses the following algorithm

1. Main Function:
 - (a) Initialize the LCD.
 - i. Turn on the display
 - ii. Turn off the cursor
 - iii. Clear the screen
 - iv. Shift cursor to right
 - (b) Initialize the timer registers
 - i. Set TMOD to 1
 - ii. Set TR0 to 00H
 - iii. Set TH0 to 00H
 - iv. Set TL0 to 00H
 - (c) Call `get_range` subroutine.
2. Delay:
 - (a) Produce a delay of $n \times 10\text{mS}$. Where n is the given argument.
3. Command:
 - (a) Strobe the enable pin
 - (b) Put the data value on the pin

4. Display LCD:

- (a) Call the command subroutine
- (b) Add 10mS delay
- (c) For each character in the display string
 - i. Strobe the register select pin
 - ii. Strobe the enable pin
 - iii. Put the data value on the pin
 - iv. Add delay of 10 mS

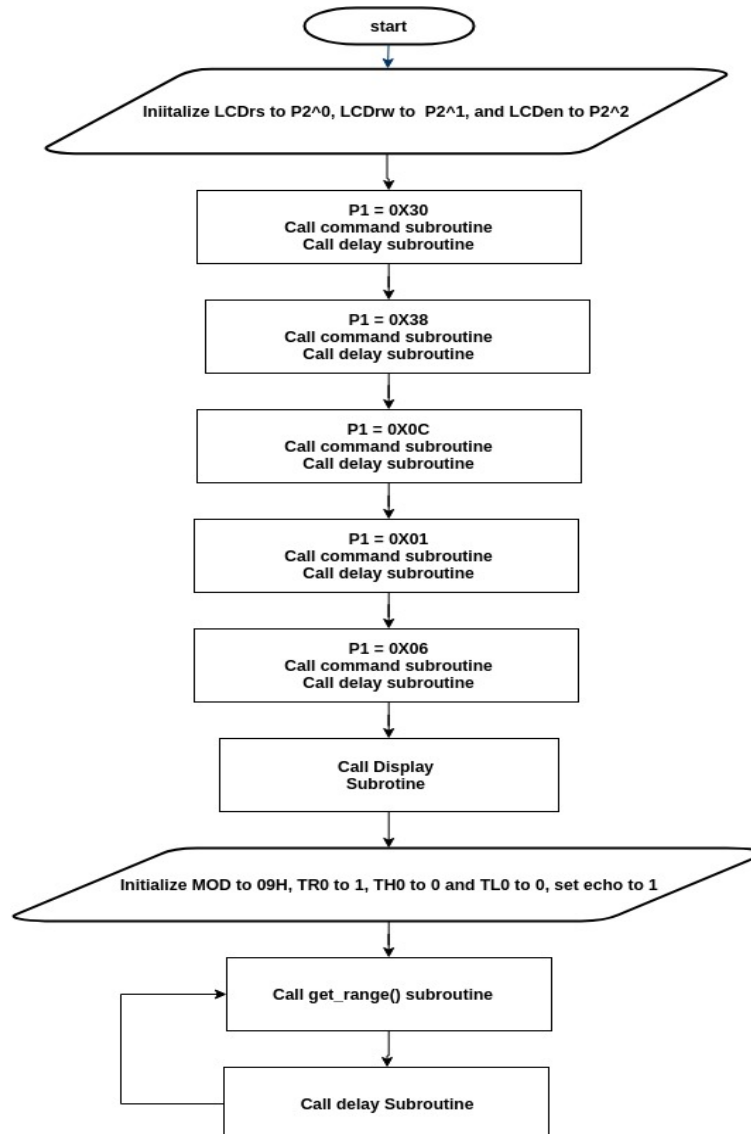
5. Get range:

- (a) Set TH0 to 00H
- (b) Set TL0 to 00H
- (c) Pull trigger pin HIGH
- (d) provide 10uS Delay using `_nop_`
- (e) Waiting until echo pulse is detected
- (f) Waiting until echo pulse change its state
- (g) Read timer register for time count
- (h) Set TH0 to FFH
- (i) Set TL0 to FFH
- (j) Calculate the timer value (maximum of 35000 us)
- (k) Convert the number passed from `get_range()` subroutine to string in the form "0000 CM".
- (l) Call `display_lcd` subroutine.

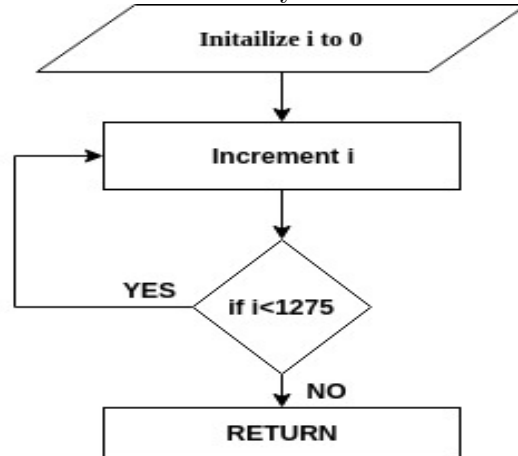
Chapter 7

Flowchart

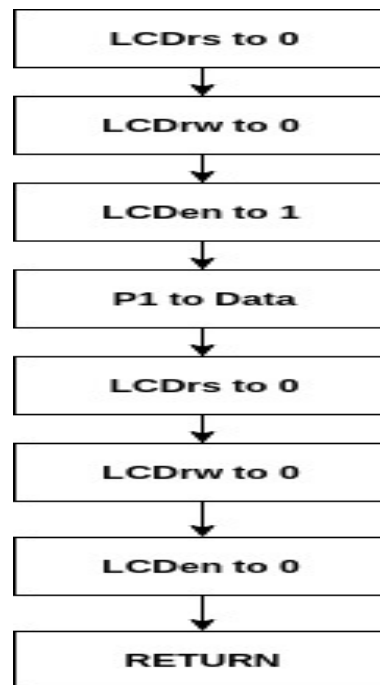
1. Main Function:



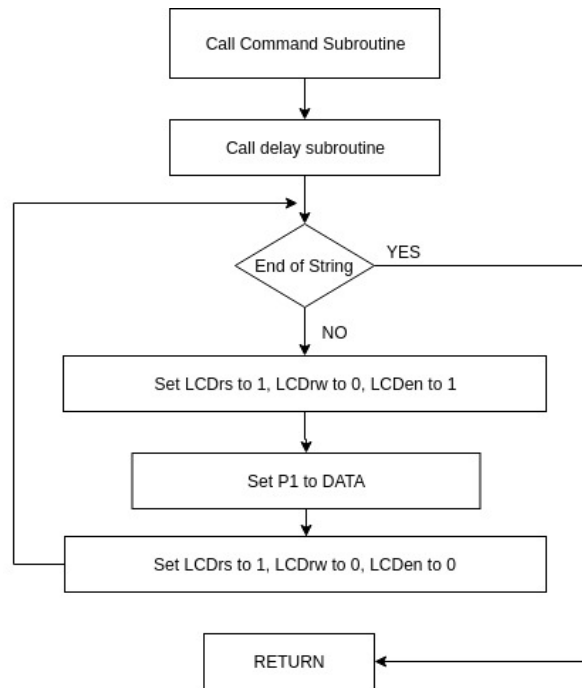
2. Delay:



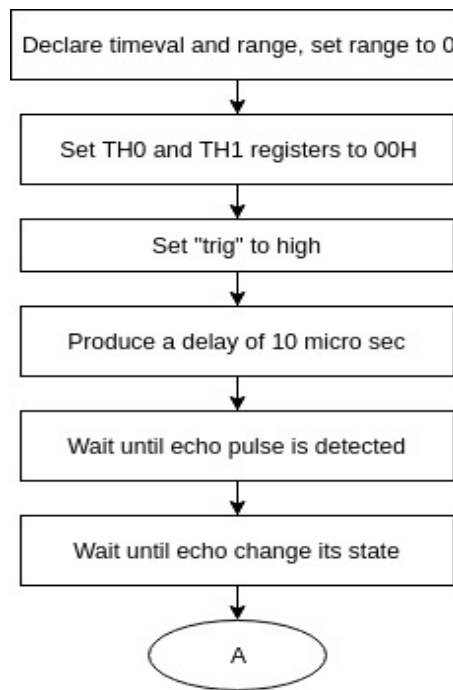
3. Command:



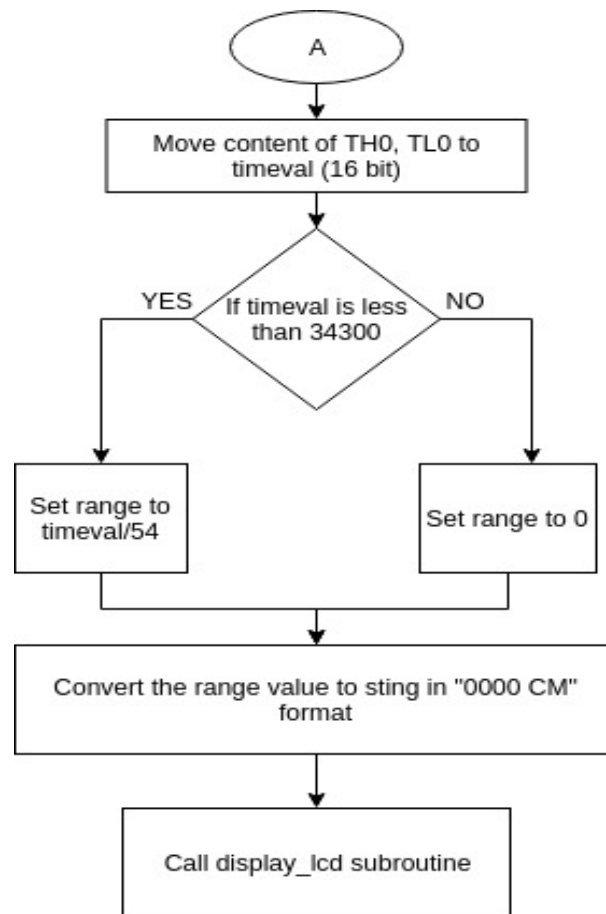
4. Display LCD:



5. Get Range:



6. Get Range(Contd.):



Chapter 8

Calculation and Results

8.1 To measure distance

1. Object Distance(in cm) = (Sound Velocity * Time)/2,
Where, Sound Velocity = 34300 (in cm per second)
2. Hence, from equation 3.2, Distance

$$= \frac{TimerCount}{54} \quad (8.1)$$

3. Using the above equation, for various Timer counts value we can calculate the object distance values from ultrasonic module

8.2 Result

Using the mechanism of ultrasonic sensor, Interfacing of Ultrasonic module HC-SR04 with 8051 Microcontroller was performed successfully and by moving the object to and fro towards ultrasonic module the distance up to 4 meters was measured correctly.

Chapter 9

Conclusions

In this project, Interfacing of Ultrasonic module HC-SR04 with 8051 Microcontroller using Keil C software was performed successfully and using the mechanism of the ultrasonic sensor the object distance up to 4 meters was measured and this system (HC SR04 ultrasonic sensor) was not able to measure longer distances. hence, for more range, we can try replacing the sensor module.