Soil Moisture Detecting and Watering System Using AWS IoT

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Abstract

Now a day's conservation of water is the main moto. We need water for our day to day activities, irrigation...etc., Farmers need more water for cultivation. If we can conserve water and supply adequately, we can get more crop yield with less water. The main objectives of this project is to design and execute an open source and cost effective automatic irrigation system that's capable of supplying the water to the fields whenever required. At the same time storing the details of the system into the database on an AWS, lets us to analyze and give guidance to farmer which crop can be cultivated with less water or existing water resource. The system contains a great elasticity by using wireless reliable technology to interconnecting various modules to the server of automatic irrigation system. This system allows us to analyze the seasonal water requirement for different crops and can reduce wastage of water.

1.Introduction

In this paper, using Cloud IoT we have designed and developed a system which precisely measure the soil moisture levels, salinity and temperature as they play a vital role in agriculture production. Using the wi-fi sensors, we can observe these parameters at real-time. This

methodology falls under the study of internet of Things (IoT). In the past days, the ON and OFF of the water delivery motor within the irrigation system was controlled by switches and timers. In the current day wireless technology makes it simple to observe and control the agriculture parameters using IOT technology.

Different parameters are monitored in real time using IoT without any delay. IoT gives the information in all sectors of agriculture, healthcare, home appliances¹ etc. Cloud computing provides security, monitoring and maintenance of data. The major use of the Cloud technology is an efficient use of resources and cost reduction. The IoT connects things to the internet for communicating with the sensing devices with suitable protocols and exchanging data with each other by using wireless sensor networks².

2. Communication Technology

Out of many sensing units available in the wireless sensor network, one of them is developed in this paper. The sensing unit basically collects the information from the sensor and communicates with each other with the help of a gateway unit and then send the measured data to a cloud for further processing. Node MCU has on-chip wi-fi and will get IP address from the connection to the router.

The wi-fi on Node MCU provides approximately a order of 20-100m communication range with 2-54mbps transmission rate at 2.4GHz ISM band frequency.

3. IoT system for soil moisture monitoring

Microcontroller is a small and low-cost microcomputer and is designed to perform specific tasks of embedded systems like receiving remote signals.

The following materials were used in this project with IoT concepts:

Hardware Requirements

Microcontroller: Node MCU

Sensors: Soil Moisture Sensor

Actuators: Single Chanel Relay, Water Motor

Others: Bread Board, Jumper Cables, 9V Battery

Software Requirements

Operating System: Windows 7, 8 or 10

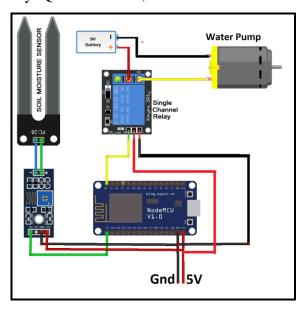
Language: Arduino Programming, PHP

Data Base: MySQL Server on AWS

Developer Tools : Arduino IDE, XAMP web

server,

MySQL Workbench, AWS Educate Account



Circuit Diagram

3.1 NodeMCU V1.0:

NodeMCU has a built-in support for wi-fi connectivity which is an open source software and hardware development environment that is build around a very inexpensive System-on-a-chip called the ESP8266-12E chips.

This development board provides access to the GPIO(General purpose Input/Output) subsystem. ESP8266 is mostly used for development of IoT embedded applications.

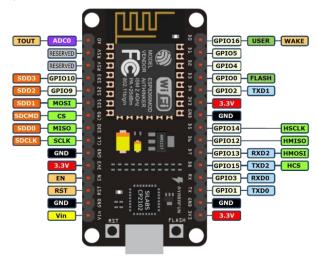


Figure 1. NodeMCU Board

The following table gives the comparison of some of the ESP8266 modules:

FEATURE	NodeMCU V0.9	NodeMCU V1.0	Wemos D1 mini	WemosD1 R2
Branded	NodeMCU	DOIT	Wemos	Wemos
GPIO pins	11	11	11	11
ADC	1	1	1	1
Antenna	PCB	PCB	PCB	PCB
ESP8266 module	ESP12 (AI- Thinker)	ESP12E (AI- Thinker)	ESP12E (Wemos)	ESP12E (Wemos)
USB to Serial	Yes	Yes	Yes	Yes
Serial Chip	CH340G	CH2102/CH3400	GCH340G	CH340G
Breadboard friendly	Bad(covers many pins)	Very Good	Very Good (after Soldering)	Bad
Form factor	Big	Big	Medium	Very Big
Price	~ \$6.40	~ \$6	~ \$6	~ \$6.50
Application	Development Beginner	Development Beginner	Developmen Advanced (soldering Required)	t Developmen Form compati- bilty with arduino shields

3.2 The soil moisture sensor:

The hygrometer or soil moisture sensor (Figure 2) consists mainly of two rods that are put into the soil to measure the moisture level and of a comparator circuit that returns the level of soil conductivity.

This circuit consists of six pins in total, where four pins have the functions of feeding the circuit and returning the soil moisture level and, two pins which are used to connect the comparison circuit to metal rod.

The soil moisture level can be determined using two ways:

- 1. An analog signal that can be used to estimate how humid the soil is.
- 2.A digital signal that basically informs if the ground is dry or not. ADC is an electronic device capable of generating a digital representation from an analog quantity, usually a signal represented by a voltage level or electric current.

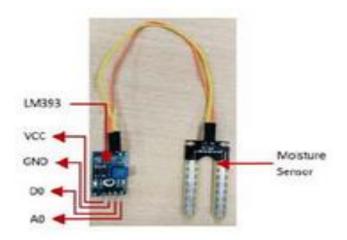


Figure 2. Soil moisture sensor (hygrometer) [20].

The following table gives the PIN Definitions of Soil Moisture Sensor:

PIN	DEFINITION		
VCC	Power supply		
GND	Ground		
D0	Digital Output inter- face(0 or 1)		
A0	Analog Output in- terface		

3.3 The water motor:

The water motor (Figure 3) used for soil irrigation is made of injectable plastic and it is powered by direct current (DC). It is used to release water to the plants depending on the soil moisture levels. This motor is connected to relay which is an output pin of the microcontroller, which is an electrically driven switch. This relay is responsible for activating the water pump.

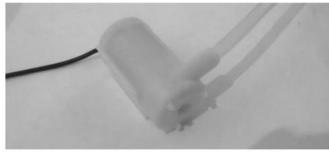


Figure 3. Submerged water pump.

3.4 Single channel Relay Module

In this project, we use a 5v single channel relay (figure 4). Relay is an electrically driven switch which is used to connect or disconnect a source. Here we used the relay to ON and OFF the water motor depending on the soil moisture level.

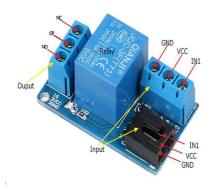


Figure 4. Single Channel Relay4

4. Design Considerations

- Connect the Node MCU and XAMP Server to same WiFi Network.
- 2. Change WiFi Password in Arduino code.
- Change the AWS MySQL Server Credentials in PHP Code.

5. Challenges Faced

- 1. When connecting the AC supply, the NodeMCU has short circuited and single channel relay has short circuited.
- 2. When sending code from NodeMCU sensor to server, a single spacebar at wrong place causes a lot of errors
- 3. When connecting AC supply of 110/240 volts, we faced a problem of motor disfunction

6. Conclusion and Future Scope

The combination of IoT microcontroller and AWS made it possible to develop a versatile IoT project using low-cost embedded systems. With the proposed project, the use of ESP8266 applied in a real-world problem became satisfactory, since with small lines of code, numerous applications can be achieved, opening several possibilities for future projects mainly with concepts of Internet of Things (IoT).

7. References

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8. Appendices

Board connection:

We connect jumper cable from AO pin in NodeMCU to AO pin in soil sensor

We connect jumper cable from D0 pin in NodeMCU to INN pin in single channel relay of input side

We connect jumper cable from 3.3V pin in NodeMCU to Vcc pin in soil sensor

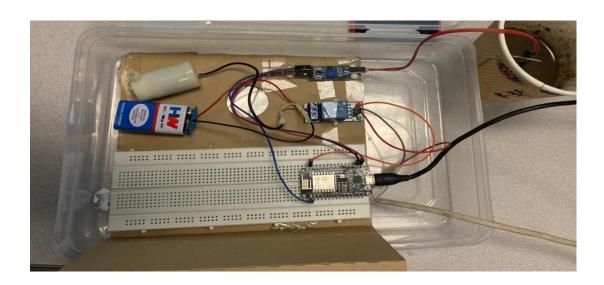
We connect jumper cable from GND pin in NodeMCU to GND pin in soil sensor

We connect jumper cable from GND and VCC pin in Single channel relay to Usb cable

We connect battery positive to CP in single channel relay of output side

We connect battery negative to motor negative

We connect motor positive to NC in single channel relay of output side



Insert code:

First, we connect all the components in the board

Then we connect usb cable to NodeMCU the other end to the computer

We should have Arduino software installed in your system and we have a Arduino structure to upload the code to NodeMCU

We just change the ssid, password and IP to connect to wifi.

Once the code is uploaded we go to tools->screen monitoring in Arduino software we get a output which Return IP address and soil moisture value and -1

Then we power supply the single channel relay to computer

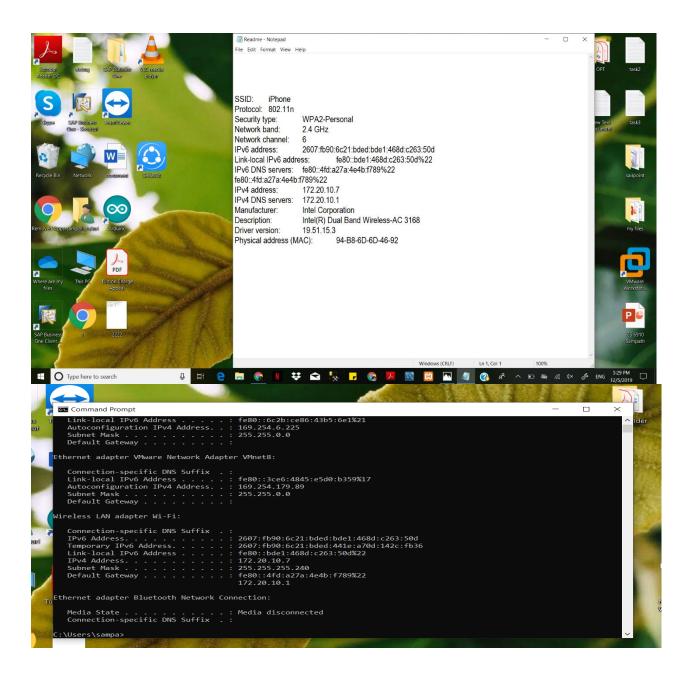
on upload | Arduino 1.8.10 File Edit Sketch Tools Help

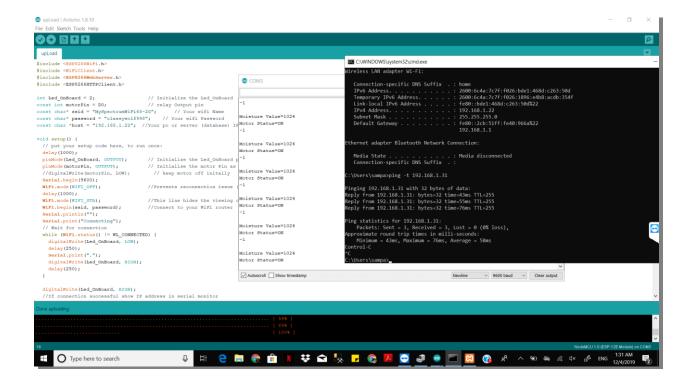
```
#include <ESP8266WiFi.h>
#include <WiFiClient.h>
#include <ESP8266WebServer.h>
#include <ESP8266HTTPClient.h>
                                                                  // Initialize the Led_OnBoard
int Led_OnBoard = 2;
const int motorPin = D0; // relay Output pin
const char* ssid = "MySpectrumWiFi68-26"; // Your wifi Name
const char* password = "classywolf998"; // Your wifi Password
const char* password = "classywolf998"; // Your wifi Password
const char *host = "192.168.1.22"; //Your pc or server (database) IP, if you are a windows os user, open cmd, then type ipconfig then look at IPv4 A
void setup() {
   // put your setup code here, to run once:
   pid setup() {
   // put your setup code here, to r
   delay(1000);
   pinMode (Led_OnBoard, OUTFUT);
   pinMode (motorPin, OUTFUT);
   //digitalWrite (motorPin, LOW);
   Serial.begin(9600);
   WiFi.mode (WIFI_OFF);
   delay(1000);
                                                                 // Initialize the Led_OnBoard pin as an output
// Initialise the motor Pin as an output
// keep motor off initally
                                                                 //Prevents reconnection issue (taking too long to connect)
    delay(1000);
WiFi.mode(WIFI_STA);
                                                                //This line hides the viewing of ESP as wifi hotspot //Connect to your WiFi router
   digitalWrite(Led_OnBoard, HIGH);
//If connection successful show IP address in serial monitor
 lobal variables use 29532 bytes (36%) of dynamic memory, leaving 52388 bytes for local variables. Maximum is 81920 bytes
```

codeWorking | Arduino 1.8.10

File Edit Sketch Tools Help

```
void loop() {
    // put your main code here, to run repeatedly:
    HTTFClient http;
                                                                                                                          //Declare object of class HTTPClient
  String mValueSend, postData,motor;
int rvalue=analogRead(A0);
mValueSend = String(rvalue);
                                                                                                                          //Read Analog value of Moisture Sensor
//String to interger conversion
  if(rvalue >= 700){
  digitalWrite(motorFin, HIGH);
  motor = "ON";
                                                                                                                          // turn ON motor (high value, low moisture)
  else{
     digitalWrite(motorPin, LOW);
motor = "OFF";
                                                                                                                          // turn OFF motor (low value, High moisture)
  ,
postData = "svalue="+mValueSend;
                                                                                                                       //Post Data (moisture sensor value)
  http.begin("http://172.20.10.7/iot/InsertDB.php");
http.addHeader("Content-Type", "application/x-www-form-urlencoded");
int httpCode = http.POST(postData);
String payload = http.getString();
                                                                                                                     //Specify request destination
//Specify content-type header
//Send the request
//Get the response payload
  Serial.println(httpCode);
Serial.println(payload);
                                                                                                                          //Print HTTP return code
//Print request response payload
  Serial.println("Moisture Value=" + mValueSend);
Serial.println("Motor Status=" + motor);
  http.end(); //Close connection
  delay(4000); //Here there is 4 seconds delay plus 1 second delay below, so Post Data at every 5 seconds
digitalWrite(Led_OnBoard, LOW);
delay(1000).
```





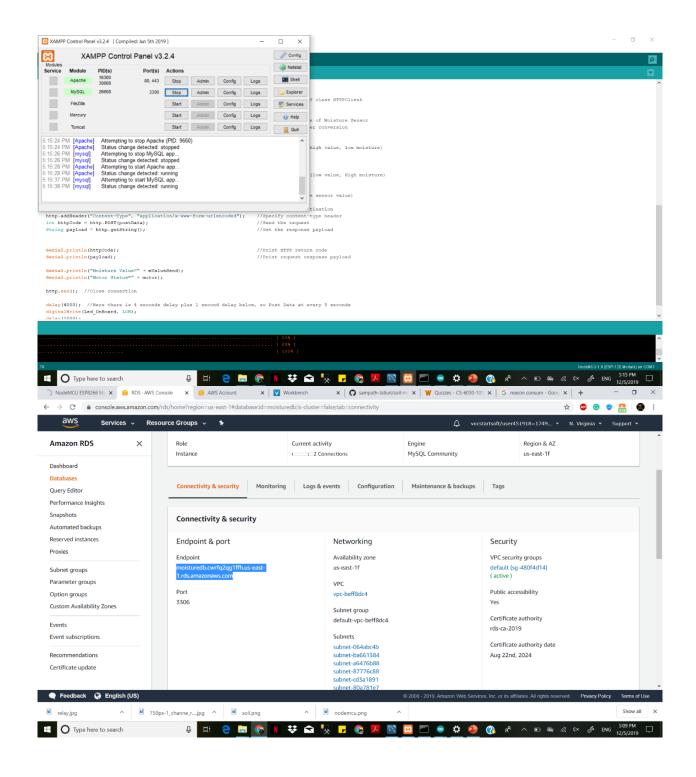
Cloud connectivity:

- 1. Create an account in AWS Educate.
- 2. Sign in to the AWS Management Console and open the Amazon RDS console.
- 3. In the upper-right corner of the AWS Management Console, choose the AWS Region in which you want to create the DB instance.
- 4. In the navigation pane, choose Databases. Choose Create database.
- 5. In Choose a database creation method, choose Standard Create.
- 6. In Engine options, choose MySQL.
- 7. To enter your master password, do the following:
- a. In the Settings section, open Credential Settings.
- b. Clear the Auto generate a password check box.
- c. (Optional) Change the Master username value and enter the same password in Master password and Confirm password.
- 8. Choose Create database.

Note:

- 1. Set Public accessibility to YES
- 2. Now you can connect the database form MySQL Workbench from your system and can create schema and tables.

It takes 10-15 minutes to create database



Then we open the Mysql workbench in computer Connect the AWS RDS to Mysql by using server name, username and password. We get connected to cloud.

We also use Xampp server to monitor the data locally in our system.

Once the cloud is connected to Mysql and the data starts uploading to the cloud once the data is uploaded successfully we get the output in Arduino bode with soil moister value and motor status ON/OFF and also return 200 and ok which says the data is uploaded successfully.

Once we go to Mysql and retrieve the values from the cloud we get the Id, date, time and moisture value and motor status printed.

