**HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY**

**FACULTY OF ELECTRICAL & ELECTRONICS ENGINEERING**

**DEPARTMENT OF CONTROL ENGINEERING & AUTOMATION**

**GRADUATION THESIS**

**IOT APPLICATIONS IN THE CONSTRUCTION OF EQUIPMENTS MONITORING AND MANAGEMENT SYSTEM IN HOME**

**HO CHI MINH CITY, JULY 2020**

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**IOT APPLICATIONS IN THE CONSTRUCTION OF EQUIPMENTS MONITORING AND MANAGEMENT SYSTEM**

**IN HOME**

**SUPERVISOR : PhD NGUYEN TRONG TAI**

**STUDENT : PHAM MINH THUAN – 1613435**

**HO CHI MINH CITY, JULY 2020**

HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY

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Independence – Freedom – Happiness

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**GRADUATION EVALUATION OF SUPERVISOR**

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**Student: Supervisor:**

Pham Minh Thuan 1613435 PhD Nguyen Trong Tai

**Eluvation:**

1. Thesis book:

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**Overall evaluation:**

**Score of student:**

Pham Minh Thuan: …………/10

**Supervisor**

(Sign and full name)

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**Overall evaluation:**

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Pham Minh Thuan: …………/10

**Judge**

(Sign and full name)

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**List of Keywords**

|  |  |  |
| --- | --- | --- |
| **Keyword** | **Full** | **Meaning** |
| ADC | Analog to Digital Converter | Bộ chuyển đổi tín hiệu tương tự sang tín hiệu số |
| ASME | American Society of Mechanical Engineers | Hội kỹ sư cơ khí Mỹ |
| ARM | Advanced RISC Machine | Cấu trúc vi xử lý kiểu RISC |
| CAN | Controller Area Network | Chuẩn giao tiếp giữa vi điều khiển và ngoại vi không cần host computer |
| CNC | Computer Numerical Control | Hệ thống máy gia công cơ khí điều khiển bằng máy tính |
| CPLD | Complex Programmable Logic Device | Vi mạch khả lập trình được xây dựng trên nền EEPROM |
| CPU | Central Processing Unit | Bộ xử lý trung tâm |
| DAC | Digital to Analog Converter | Bộ chuyển đổi tín hiệu số sang tín hiệu tương tự |
| DC | Direct Current | Dòng điện một chiều |
| DMA | Direct Momory Access | Phương pháp cho phép thiết bị vào / ra gửi và nhận dữ liệu trực tiếp không cần thông qua CPU |
| FSMC | Flexible Static Memory Controller | Bộ điều khiển giao tiếp bộ nhớ ngoại vi |
| GUI | Graphical User Interface | Giao diện đồ họa người dùng |
| HMI | Human – Machine Interface | Giao diện tương tác người – máy |
| I2C | Inter – Intergrated Circuit | Chuẩn giao tiếp nối tiếp 2 dây giữa vi điều khiển và ngoại vi |
| IC | Integrated circuit | Vi mạch tích hợp |
| IDE | Intergrated Development Environment | Môi trường phát triển / lập trình tích hợp |
| IEEE | Institute of Electrical and  Electronics Engineers | Viện Kỹ sư Điện và Điện tử |
| IFAC | International Federation of  Automatic Control | Liên đoàn quốc tế về điều khiển tự động |
| IFToMM | International Federation for the Promotion of Mechanism and Machine Science | Liên đoàn quốc tế về Phát triển khoa học máy và Cơ cấu |
| IMU | Inertial Measurement Unit | Cảm biến góc quay |
| Matlab | Matrix Laboratory | Phần mềm cung cấp môi trường tính toán số và lập trình |
| MCU | Micro Controller Unit | Vi điều khiển |
| NIST | National Institute of Standards and Technology | Viện tiêu chuẩn và công nghệ quốc gia (Mỹ) |
| PC | Personal Computer | Máy tính cá nhân |
| PID | Proportional Integral Derivative | Bộ điều khiển vi tích phân tỷ lệ – Bộ điều khiển PID |
| PWM | Pulse Width Modulation | Điều chế độ rộng xung |
| SPI | Serial Peripheral Interface | Giao tiếp ngoại vi nối tiếp (SPI) |
| SRAM | Static Random Access Memory | Bộ nhớ truy cập ngẫu nhiên tĩnh |
| UART | Universal Asynchronous Receiver – Transmitter | Chuẩn truyền thông nối tiếp bất đồng bộ |
| USB | Universal Serial Bus | Chuẩn kết nối nối tiếp có dây trong máy tính |
| USART | Universal Synchronous Asynchronous Receiver – Transmitter | Chuẩn truyền thông nối tiếp bất đồng bộ / đồng bộ |

**ACKNOWLEDGEMENT**

IoT is the field, which is developing very fast. We have many project, which is application of IoT such as : Smart-home, green-agriculture, IoT in Industrial,… But a lot of project just be build for 1 invidual, it mean it just can be operate in your local area. So when we want to connect with other project, we need to write the driver to interface, or event we need to build other application again.

In the world, we have many application , cloud support IoT, which can help us resolve this problem, such as : Blynk, Google cloud IoT core, Azure, AWS IoT,… they are extremely great, but we need to pay money to use it.

In this thesis, I endeavor to create a system, which include : 1 IoT-core (websever, database) , 1 template for micro-controller esp32 to communicate with IoT-core, 1 webapp to users can use to manage your house. My system support muilti-user, it mean many people can create your account and start to use it now. With HTTP protocol, not only esp32 serials but also a smart-phone, PC, laptop, stm32-serials, orther microcontroller, microprocessing... which can become a device and allow user to manage them. With using free platform, free language, free framwork, I will give for people a free application to use, develop. It allow developer can expanse feature, do not build again, create mobile-app with using API from Server, build many platfrom for other microprocessing/microcontroller, with users, it is easy to use or fix.

# Chapter 1:

# INTRODUCTION

* 1. Thesis overview

IoT or Internet of things describes a system, which include many interrelated computing devices, every “thing” has a ID and they can share data together or communicate with human. IoT is not limited by network , protocols or technology.

Applications of IoT appeared in home, Industrial Automation, Agriculture and so on. The common project we can mention : Smart-Home, Home Automation, Green Agriculture, Health Monitoring system, Smart Parking System.

Because I do not want the low-level belong to hight-level so much, my application have to allow users to choose option in a low-level and then config it on a hight-level to use, or just config whatever you want, then you can program device with function you have choosen. So, I decided to research some pattern system to learn how to do.

The figure below is structure of Google Cloud IoT Core(1),which give me a ideal :

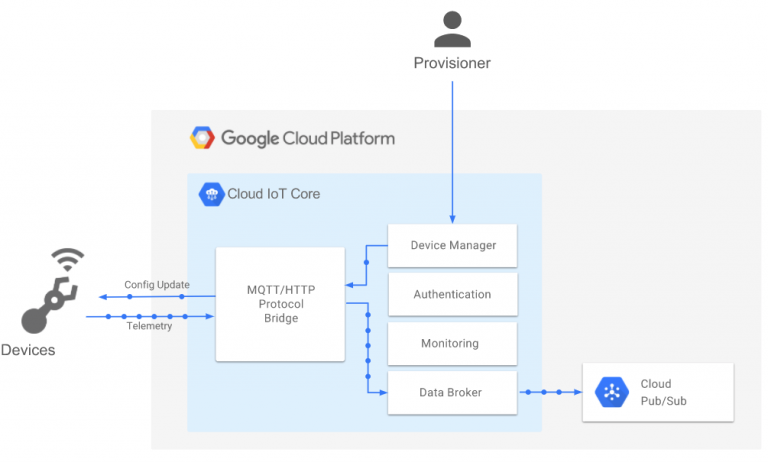


Figure 1.1 Diagram of Google Cloud IoT Core

That figure describe how to Google Cloud IoT Core operation, it will be a processing center and controller center, it also look like an environment where devices, provisoner, clouds become a block, and they can communicate with one another.

Because I feel this architecture of Google is so cool, in addition, I am expressed about mobile-app “Blynk”(2). All of them make me really want to create an Application, which can support GUI like “Blynk” but it is on the web browser ( not only on the mobile phone but also PC(3), tablet,…) , and my application have a enduring struct to support muilti-user, muilti-device.

Finally, I decide make a lightweight, powerful system, it have a API(4), have view engine, flow this diagram below:

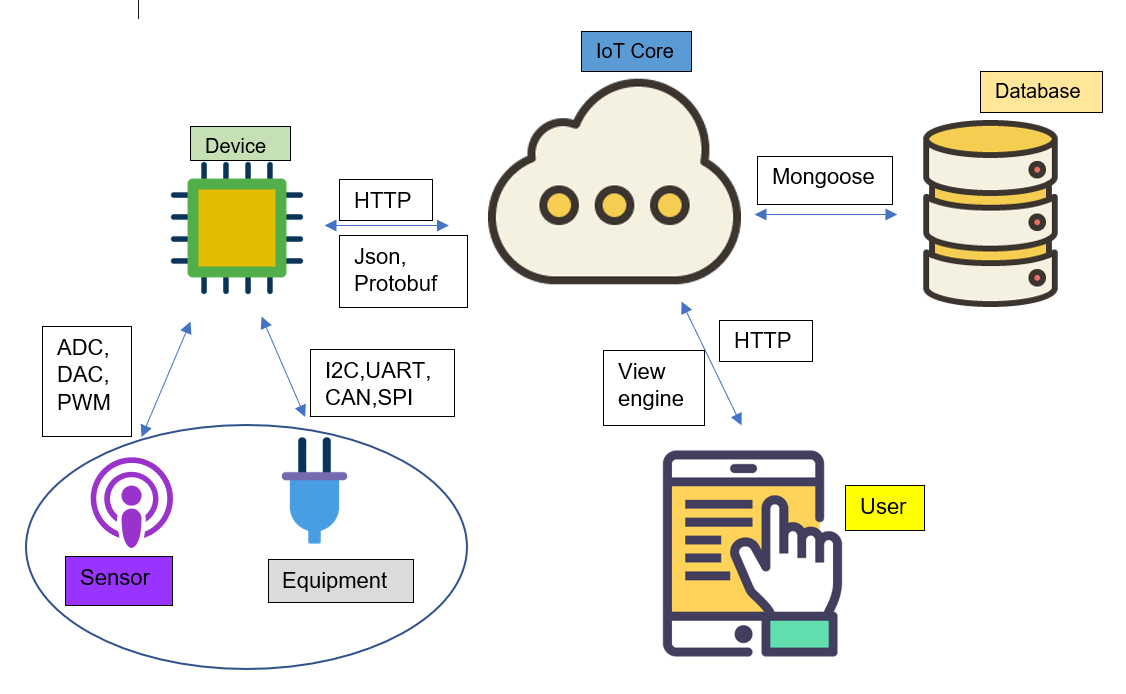


Figure 1.2 Diagram of system in thesis

**IoT Core**

This element is headquater of system, it like a “Big bridge” help other element can operate synchronously, smoothly. IoT core of my system is a websever, it is based on MVC(5) architectual.

**User**

This element represent for device like smartphone, PC,… or anything that is supported REST(6) and HTTP/HTTPS(7).

**Device**

This element is microprocessors, microcontrollers, which is supported HTTP, TCP/IP. Developer can program them for your purposes and users just use it with pattern platform.

**Database**

This element is used to store data, manage them flexibl. All data of user , data of command will be save here.

**Sensor**

This element represent for sensor , devices,…. Which collect data from environment, help the users in monitoring.

**Equipment**

This element represent for machines, devices which the users can control and manage.

1.2 Objective

The objective of the thesis is to build a system which can be used to monitor and manage the house, it is able to extend for many other IoT(8) applicaion. In addition, hardware of device and system is not belong each other, it mean developers can create PCB and then program firmware with peripheral they want, after that , they just config on server and use it.

In order to gain this, the thesis needs to follow some tasks-core:

* Building a websever with MVC.
* Building a GUI(9) to users can communicate easily.
* Building template(10) for devices to interface with websever.
* Creating a database with simple form and lightweight storage.
* Building driver which support for communicating between device and sensors,equipments.

1.3 Thesis structure

I divide thesis into 6 chapter , belong to task and element of system:

**Chapter 1 :** Introdutrion : I will present overview about IoT , some Application about IoT , reason I want to create this system, mention issues when I begin and prerequisite tasks I need to gain in this thesis.

**Chapter 2:** IoT core : I will go to details about it, the reason I choose websever, how to build it with MVC architectual, how to communicate with device, how to build webapp with view engine.

**Chapter 3:** Database : I will introduce about MongoDB(11) , reason I choose it and which driver I choose to communicate with MongoDB.

**Chapter 4:** Device : I will present how I use esp-idf to build platform for esp32 microcontroller, how to using Json and Protobuf to communicate with IoT Core.

**Chapter 5:** User : I will introduce abount REST(12) and RESTful API(12) , how users can communicate with IoT core through GUI of webapp and manage your device through IoT core.

**Chapter 6:** Summary : I will introduce about results, limitations and development oritenation in the future of thesis.

# Chapter 2:

# IOT CORE

2.1. Structure of IoT core.

The my IoT Core is a websever, it is build from: JavaScript, HTML, CSS, PUG, NPM . JavaScript is a language for client, it mean it just run on browser like Firefox, CocCoc, Chomium, Edge,...But with the platform Nodejs, which have powerful engine V8, I can build my websever on it. With support from NPM , an open source, I can build sever in the great way.

Javascript do not have a “top function”, we will not have function like “int main()” in file named “main.js”. In theory , I can add anything in 1 file, but it will look terrible, and will be hard to fix bug. Those files need to be sorted into folder tree. But how? and what is standard ?

2.1.1.MVC architectual pattern.

“The Model-View-Controller (MVC) is an architectural pattern that separates an application into three main logical components: the model, the view, and the controller. Each of these components are built to handle specific development aspects of an application. MVC is one of the most frequently used industry-standard web development framework to create scalable and extensible projects.”( <https://www.tutorialspoint.com/mvc_framework/index.htm>)

**Model**

“The Model component corresponds to all the data-related logic that the user works with. This can represent either the data that is being transferred between the View and Controller components or any other business logic-related data. For example, a Customer object will retrieve the customer information from the database, manipulate it and update it data back to the database or use it to render data”.

**View**

“The View component is used for all the UI logic of the application. For example, the Customer view will include all the UI components such as text boxes, dropdowns, etc. that the final user interacts with”.

**Controller**

“Controllers act as an interface between Model and View components to process all the business logic and incoming requests, manipulate data using the Model component and interact with the Views to render the final output. For example, the Customer controller will handle all the interactions and inputs from the Customer View and update the database using the Customer Model. The same controller will be used to view the Customer data”.

2.1.2 Inside IoT Core.

I had spent a long time to understand MVC structure, and inherited their ideal. After all that, I represent a structure of my IoT Core :

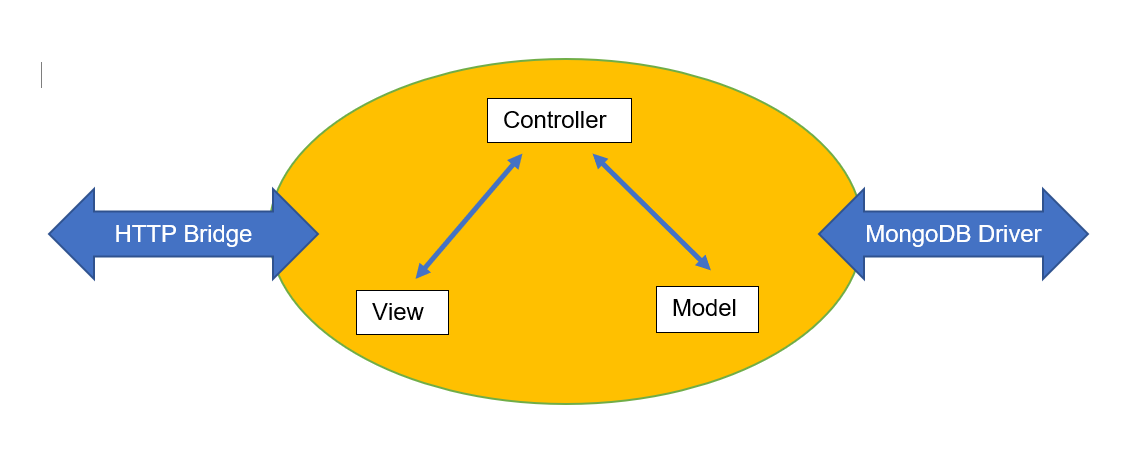


Figure 2.1 Diagram of IoT Core in thesis

With this structure, I start to actualize it. First of all, I organize a directory tree like below :

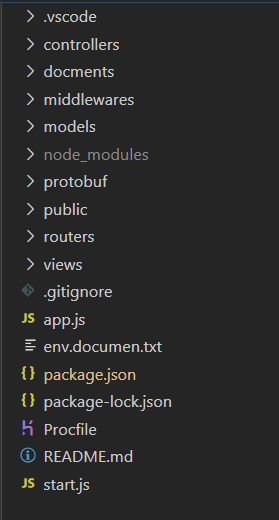


Figure 2.2 directory tree in the sever

I will explain folders and file one by one to make it easy to understand compatible things with MVC

* **Files in the top folder:**

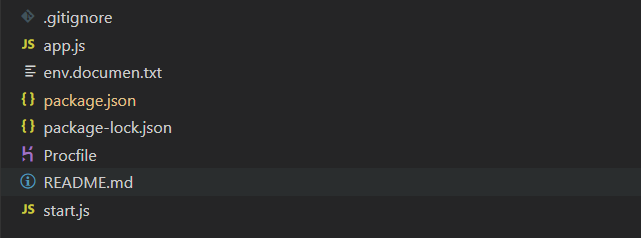
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Figure 2.3

* app.js : it is the most important file, it will require package, config parameter or method of sever, setup database , declare target for URL , setup view engine and start sever.
* Package.json : it is is default file, which contain some setting on sever , like package used in the sever, name of main file, scripts to run.
* Package-lock.json : it is default file , which help reduce error when we add 2 version of 1 pakage.
* .gitignore : because I use github, I will add some file or folder which do not update when I fix my sever.
* Procfile : to declare the script to run sever, my sever is located in Heroku, which give me a resource , a domain name to use, so I need this file to Heroku know how to run.
* start.js : this is a file to manager the platform dasdboard, I use platform patern for view engine to make a GUI.
* **.vscode**



Figure 2.4

this folder is generated when I use Visual Studio Code, it contain some settings of developers, but with my sever, it just be a empty file.

* **routers**

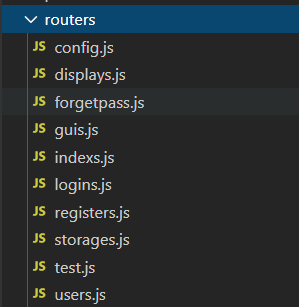
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Figure 2.5

The sever have a URL to browser can request to it , every path is a target of main URL “<https://iot-server-365.herokuapp.com/>” . Every file routers manage 1 or some path.

* indexs.js : this manages router ‘/’, it is in roof of path. Because I think go to login page when user access webapp is not interesting.
* logins.js : this file will check information of users, if it is valid, users will receive a cookie to access your resourch, until they log out. It manages router ‘/login’.
* registers.js : this file will check information of registers, if they are new users, sever will create a new instance and store in database. It manages router ‘/register’.
* storages.js : this file manages router ‘/storage’, it is a gate to communicate with devices, where data will be post and command will be get.
* test.js : this file is test router , it helpful for creator to test a new add on feature.
* users.js : this file manages 5 routers :
* ‘/user’ : this router manages main page of user, this page is a dashboard, it give user many option and show some chart.
* ‘/user/update’ : this router manages update page, user can change your ID device , or change your password
* ‘/user/clone’ : this router manages clone page, this page is allow users clone your data they receive from devices with Excel, PDF, CSV format , or just print if users are connecting printer.
* ‘/user/logout’ : this router reset cookie of users and redirect them to login again, users just press ‘logout’ button.
* ‘/user/delete’ : this router will delete account of user, they will become register again, user should consider carefully.
* config.js : this file manages 7 routers:
* ‘/user/config’ : this router manages config page, this page allow users to add , remove device esp32 .
* ‘/user/config/sensors’ and ‘/user/config/equipments’: these routers manage sensor page and equipment page, these pages allow users to see your device’s record.
* ‘/user/config/sensors/search’ and ‘/user/config/equipments/search’: these routers will receive name of device you fine and go to its page, I think it is useful when you have many devices.
* ‘/user/config/sensors/:id’ and ‘/user/config/equipments/:id’ : these routers manage a page which contains parameter of device esp32.
* forgetpass.js: this file is a method to help users when they forget your password and can not login, it include 2 routers :
* ‘/forgetpass’: users will send to this router their email, and it will send a authentication message to their email.
* ‘/forgetpass/verify’: this router will check your number of authentication message and check users’s email again, if their information is correct, router will send new password to their email, users can login and change other password or just use that password.
* guis.js: this file manages routers which support and manage blocks. Block is a cluster which inlucdes 1 or many equipments, one block can contain equipments from other devices. File “guis.js” includes 4 routers:
* ‘/user/gui’: this router is manages gui page, this page allow users add or remove their block, block corresponds port in device, and it have to assign with 1 device.
* ‘/user/gui/blocks’: this router manages block page, it show a record of block which you added, it support search bar to fine block with its name. It receives API which is command from users and save to database.
* ‘/user/gui/blocks/search’: this router will receive name of block you need and then redirect to page of this block, it help full when you have many blocks.
* ‘user/gui/block/:id’: this router manages 1 router which match its id, it will render 1 page to users can control easily.
* displays.js : this file manages routers which support chart and show data from sensors. It includes 3 routers :
* ‘/user/display’: this router will render display page with 2 kind of chart : line chart and bar chart.
* ‘/user/display/getdata’: this router will help display page init data and send lastest data to display page to perform. It just support line chart and bar chart.
* ‘/user/display/datatable’: this router will support for table, it will send data when it receives correct request
* **middlewares**

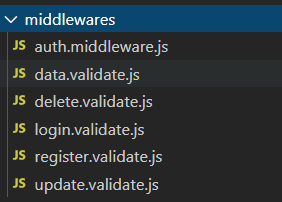
**s**

Figure 2.6

Some router have to do many operation, every action in my sever have to check information of data first, then sever will decide to do it or no.

It contains 6 file for 6 validation purpose :

* auth.middleware.js: this file has 1 middleware, its name is ‘requireAuth”, it will check cookies of users, the cookies is just received when users login, so this module like a filter to prevent stranger and protect data of users.
* data.validate.js: this file has 1 middleware , its name is “checkID” , I want that only devices which have IDs of users and correct form will be accepted and stored
* delete.validate.js: this file has 2 middleware:
* “checkFilled” : to ensure that users fill all necessary information.
* “checkAccount” : Deleting account means users will lost all data they have, I want to check information carefully, in case, the strangers can access to account of users, they can not delete it because stranger don’t know password.
* login.validate.js: this file is 2 middleware likes delete.validate.js file, but it render login page instead of delete page.
* register.validate.js: this file likes login.validate.js file, too. But, it add a function which is used to send email t verify ID for users.
* update.validate.js: this file like login.validate.js file, too. But it will render update page.
* **controller**

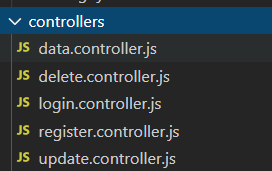
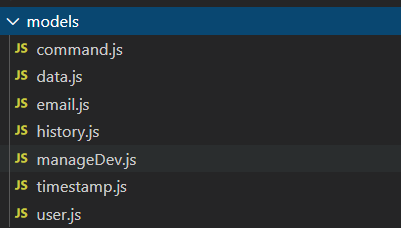
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Figure 2.7

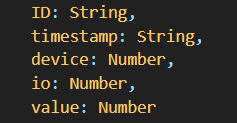
Controllers inlucde final actions of functions callback in processing request, dividing callback into stages will help to fix easily, increase perform, I create 5 file controller:

* data.controller.js: it just sends one response to devides which post data successfully.
* delete.controller.js : it will render delete page if cookies is correct, or redirect users to login page if deleting is successful.
* login.controller.js : it will render login page if we access login router, if we login successful, it will make a history login into database, and redirect users to user page.
* register.controller.js : it will redirect register to login page to access if regis successfully.
* update.controller.js: it will update new data of users on database, if users update ID , it will send email with new ID .
* models

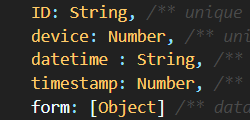


To be store in the database, data need to arrange with type Json(11), and some functions which is reused many time. Form and function in these file just are called and use in other file, do not change their struct.

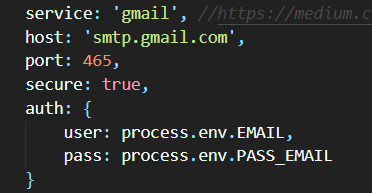
* command.js : this is model of command to store in database, commands are used to control device :



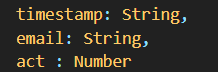
* data.js: data model is form to save from device to database.



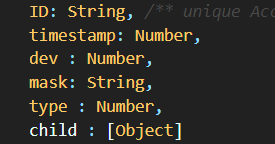
* email.js: this is model to send authentication email, verify email. It can be reuse in other feature .



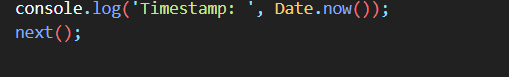
* history.js: this model store state of users, login or logout.



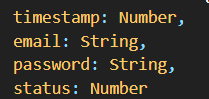
* manageDev.js : this model is form to save state of equipments, data from sensors, save parameters of devices.



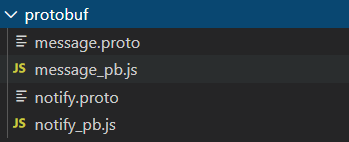
* timestamp.js : this is model to log timestamp with information, it is used to determine time have bug, or time data processing of IoT core, time response device.



* user.js: this model is used to save information of users, ‘status’ announces some state of users, it can be expanse in the future.

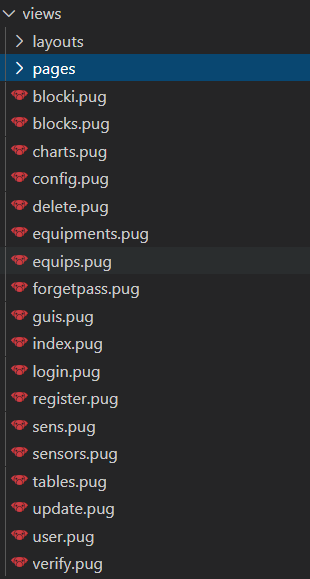


* **protobuf**

****

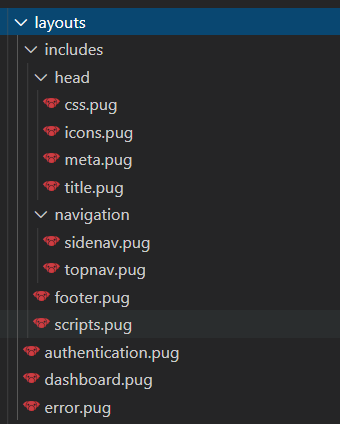
Protobuf is a language-neutral of google , it a good way to make a API like JSON and XML. It will serialize a form data become a array, size of 1 element in this array is 1 byte.

* **views**

****

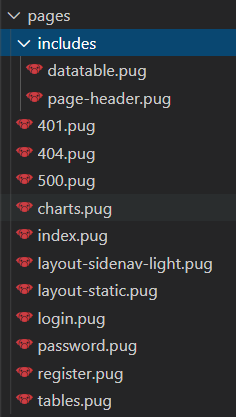
IoT core use a view engine “pug” it is a language help we generate HTML, it support method to make the view look better. I use 1 Platform pattern, which design on github of David Miller. It is include : Layouts and pages folder.

* layouts:



There are features standard and some form which is unchange, all of that will be design to become a Layout partten. I take it and change some feature to be usefull with my thesis.

* pages:

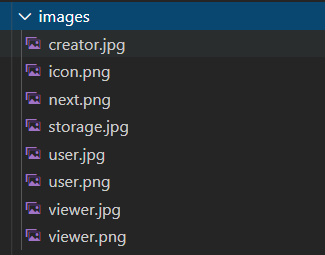


This folder include some pattern page, which use form form folder layouts. My pages is base on these page to prepare and program to catch event

* **public**

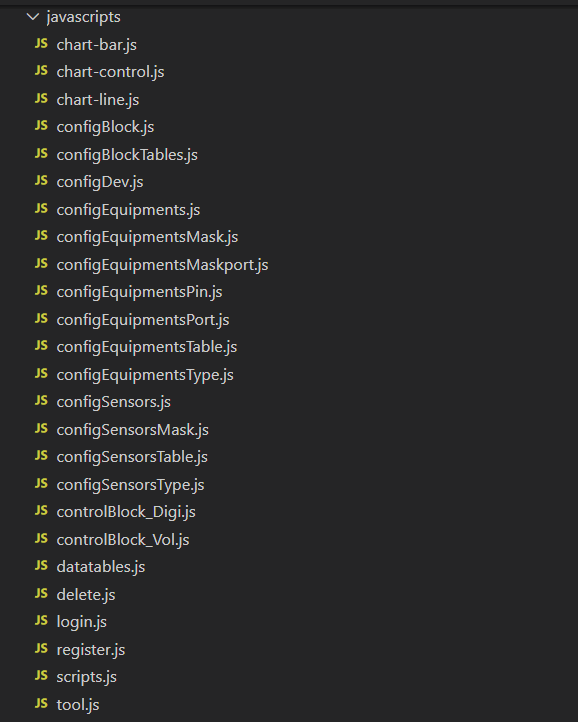
It include 3 folder : images,javascript,stylesheets. In order to have a good view, I need CSS files , it will increase UX . These folder represent 3 part of 1 page : content, format and event

* images



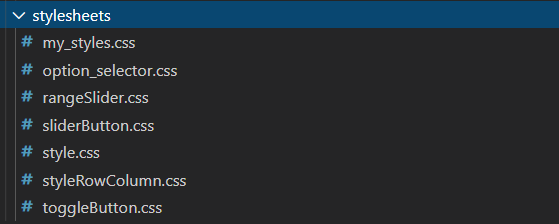
I put my icon of page in here, user.jpg is used in the first page when user access server. Other pictrue is old, it may be used in the future

* javascripts



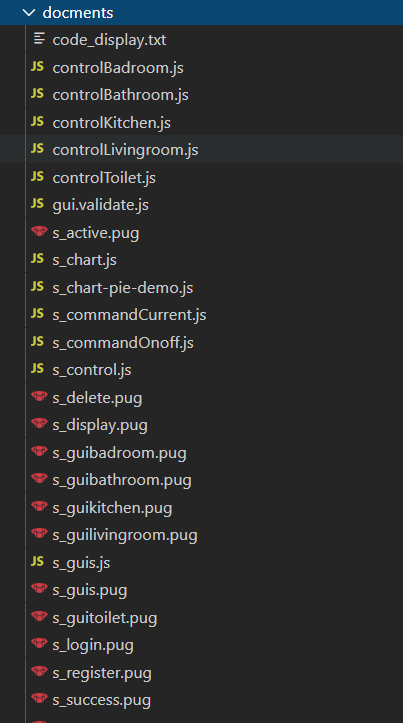
Every page need 1 or more file javascript to catch event and process them. This is javascript for client

* stylesheets



In the first time, I just want to make a sever API , but then , I think the GUI shoud be create to user can use easily. The page need a good format, it help full to make user pay attention and increase user.

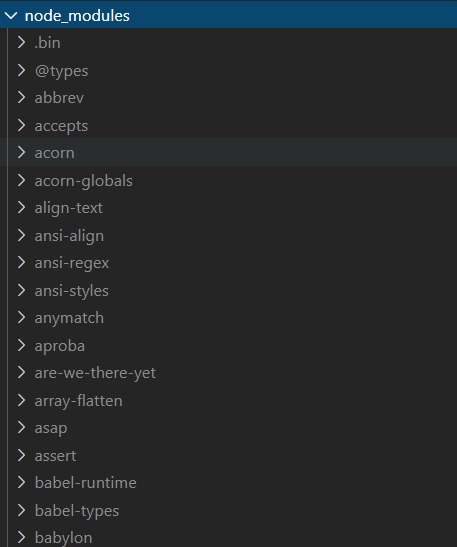
* **documents**

****

It includes old files, when I build the system, some errors occured and some GUI were obsolete . But it is the premise for me to build a good system now.

Some method I can reuse or improve in the future.

* **node\_modules:**



These are the modules of nodejs, based on JavaScript, TypeScript and other languages. It includes package I added in the package.json file, too.

In conclusion, with inheritance ideal from MVC structure, and refer some direction of developer on github, I have complete my IoT core successfully.

# Chapter 3:

# DATABASE

3.1 Intruduction

3.1.1 Database

Concept of database (Oracle wesite [https://www.oracle.com/database/what-is-database.https://www.oracle.com/database/what-is-database.html#:~:text=Products%20A%E2%80%93Z-,Database,electronically%20in%20a%20computer%20system.&text=The%20data%20can%20then%20be,for%20writing%20and%20querying%20data..](https://www.oracle.com/database/what-is-database.html#:~:text=Products%20A%E2%80%93Z-,Database,electronically%20in%20a%20computer%20system.&text=The%20data%20can%20then%20be,for%20writing%20and%20querying%20data.)

)

A database is an organized collection of structured information, or data, typically stored electronically in a computer system. A database is usually controlled by a [database management system (DBMS)](https://www.oracle.com/database/what-is-database.html#WhatIsDBMS). Together, the data and the DBMS, along with the applications that are associated with them, are referred to as a database system, often shortened to just database.

My system is service muilti-user, it will have problem if I use file system to save data of users. Other way, sever shouldn’t becom a storage, I need 1 thing which is allow me to save data with a easy tight structure , but it can be access easily.

3.1.2 Databse management system

<https://www.techopedia.com/definition/24361/database-management-systems-dbms>

A database management system (DBMS) is a software package designed to define, manipulate, retrieve and manage data in a database. A DBMS generally manipulates the data itself, the data format, field names, record structure and file structure. It also defines rules to validate and manipulate this data.

There are 2 common type DBMS:

<https://www.guru99.com/sql-vs-nosql.html>

* Structured Query language (SQL) pronounced as "S-Q-L" or sometimes as "See-Quel" is the standard language for dealing with Relational Databases. A relational database defines relationships in the form of tables.
* NoSQL is a non-relational DMS, that does not require a fixed schema, avoids joins, and is easy to scale. NoSQL database is used for distributed data stores with humongous data storage needs

Because I like Json (lightweight data-interchange format), and then I decide choose NoSQL to use, after that I find MongoDB, a app perfect for my system

**3.2 MongoDB**

<https://en.wikipedia.org/wiki/MongoDB>

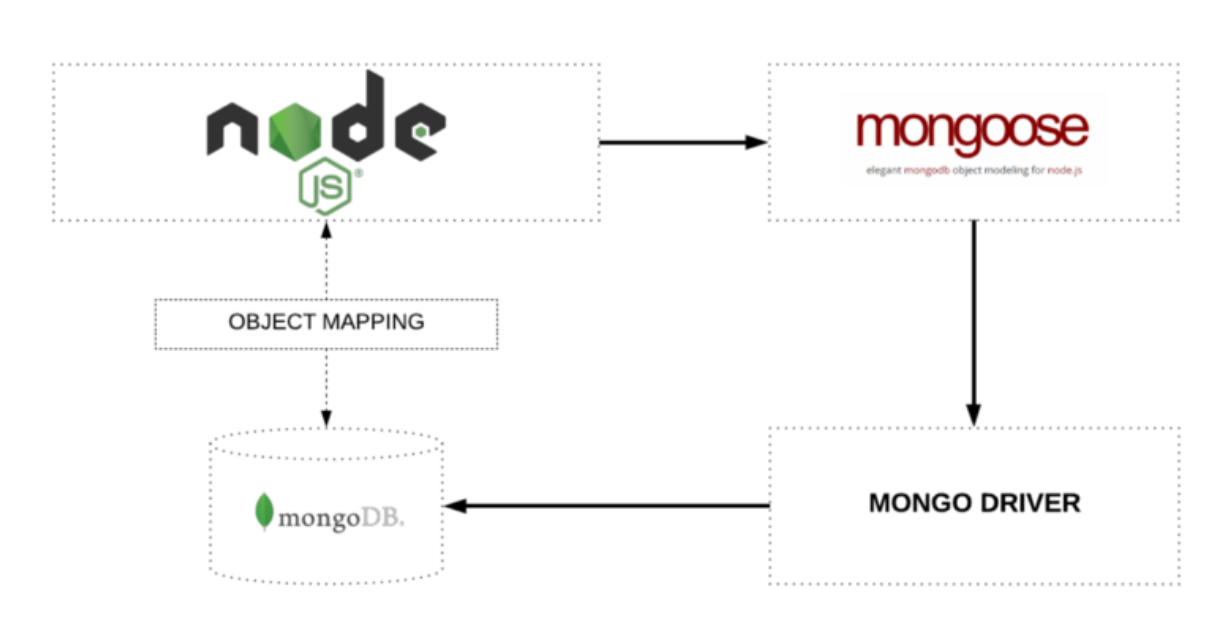
MongoDB is a [cross-platform](https://en.wikipedia.org/wiki/Cross-platform) [document-oriented database](https://en.wikipedia.org/wiki/Document-oriented_database) program. Classified as a [NoSQL](https://en.wikipedia.org/wiki/NoSQL) database program, MongoDB uses [JSON](https://en.wikipedia.org/wiki/JSON)-like documents with optional [schemas](https://en.wikipedia.org/wiki/Database_schema). MongoDB is developed by [MongoDB Inc.](https://en.wikipedia.org/wiki/MongoDB_Inc.) and licensed under the Server Side Public License.

MongoDB is supported on many platform , in clude nodejs, it is easy to use for application like my sever. MongoDB support a global cloud database service, it will storage data free abount 512 MB

**3.3 Mongoose**

<https://www.freecodecamp.org/news/introduction-to-mongoose-for-mongodb-d2a7aa593c57/>

Mongoose is an Object Data Modeling (ODM) library for MongoDB and Node.js. It manages relationships between data, provides schema validation, and is used to translate between objects in code and the representation of those objects in MongoDB.



**3.4 MongoDB Atlas**

<https://www.mongodb.com/cloud/atlas>

MongoDB Atlas is the global cloud database service for modern applications. Deploy fully managed MongoDB across AWS, Azure, or GCP. Best-in-class automation and proven practices guarantee availability, scalability, and compliance with the most demanding data security and privacy standards.

A cloud database will allow my sever access from other cloud and hand to the database.

**Chapter 4:**

**DEVICE**

* 1. **Introduce about**

Esp32 is a low cost microcontroller of of Espressif, it support wireless standard like : Blutooth, wifi,Low engergy Blutooth, Ultra Low Power co-processor, Multiple peripherals. With 40 nm technology, it have high performance

It is useful thing to develop project with low-cost but multi-purpose.

Esp32 have many version with other chip and module, so I choose esp32-wrover module and esp32 pico D4 kit for my thesis

* Esp32 wrover module : is a module with support PSRAM make it more powerful
* Esp32 pico D4 kit : it use ESP-PICO-D4 is a System-in Package(SiP) module base on ESP32
  1. **Introduce ESP-IDF**

It mean Espressif IoT Development Framwork. This framework support many API for peripherals, WI-Fi, Protocols,…

When I use ESP-IDF and Arduino platform, I have some compare : ESP-IDF is more flexible, easier for using and develop library, when esp32 use Wi-Fi, with arduino make devide hot and crash, othewise, ESP-IDF make esp32 operation normally.

In additionally, ESP-IDF integrate FreeRTOS, a real-time operating system, and we will have power from 2 core

* 1. **Feature of device**

The most important feature is HTTP protocol, because sever will response API through HTTP. In the first time, I think esp32 should be a sever, and then I see the power of nodejs , cloud resource, I decided esp32 must be client and it will use API of HTTP Client of ESP-IDF

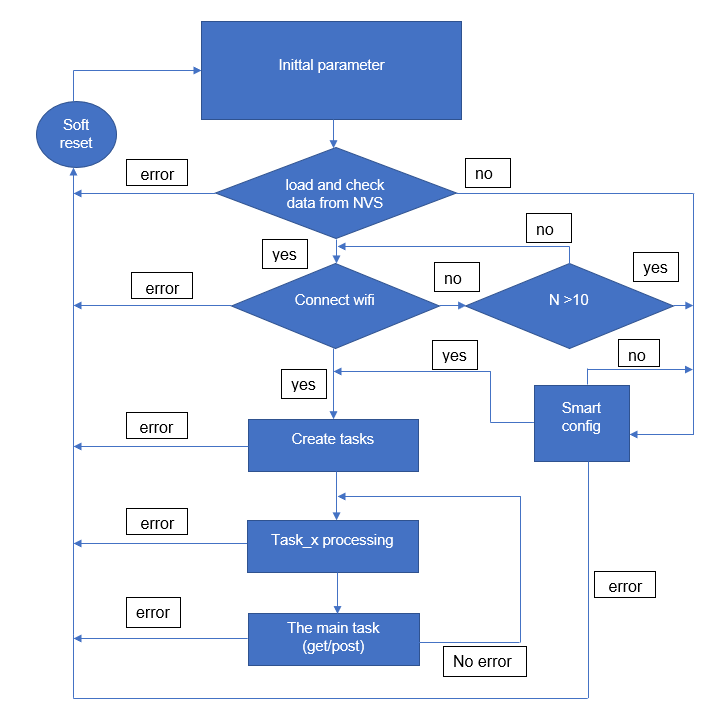
Next is Wi-Fi, I do not want to pay for Ethernet wire , and Wi-Fi a wireless standard very common.

The Thirdly, with the “euipment” I use feature DAC,PWM ,Digital output to control it, with “sensor” I use ADC, I2C, Digital input to get data. Because my IoT core is not involved with device, developer can use other standard communicate like UART,SPI,… to get data or control somethings

* 1. **Algorithm flowchart**

With FreeRTOS , I can distribute feature follow task , esp32 will proccess every task in their period. The task which communicate with sever will have the highest property to ensure it will be process in time.

I give the **Algorithm flowchart below :**

****

If any error happen, I will restart the device, because error can be a crash a missing a data, it may be do harm device, restart wil ensure esp23 initial all parameter.

**Chapter 5:**

**USER**

**5.1 Pages sever supoort**

**5.2 Brief user-manual**

**Key Word I use :**

**Device :** index of esp32 which you choose ( 0 < device < 2^32-1)

**sensor :** which give data of enviroment ( orther microprocessing, sensor DHT21,...)

**euipment :** which you can control througth send command to server ( didital , non-digital)

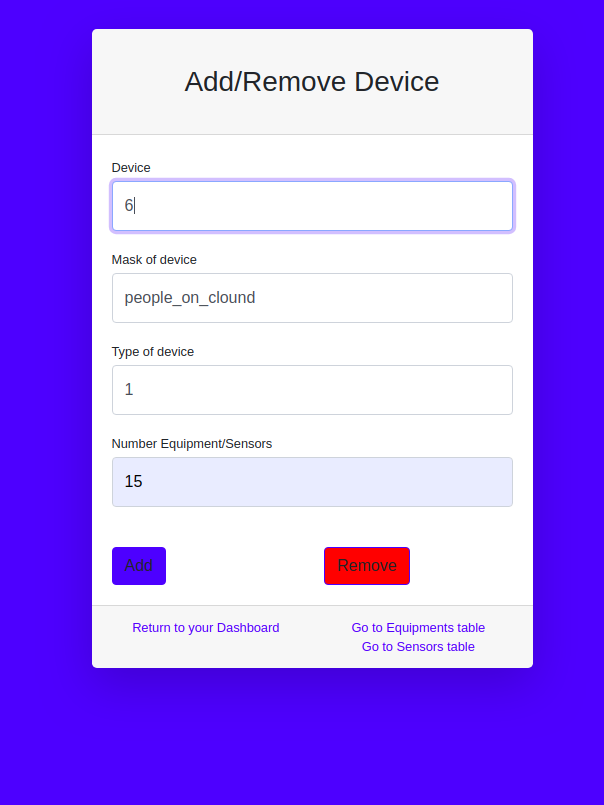
**ID :** Identify of unique User , User can have many device but only 1 ID, remember

**Protocal I use :** http

**Type Of devide :** I divide into 2 type ( can be expanse in the future ) , basic is : 0 ( to get command and do it ) and 1 ( to send data to server ). It is GET and POST in HTTP

**Device type 0 manage Equipment ( receive command),device type 1 manage Sensor ( read data).**

**ConFig** : it help you announce your device and add it to you profile



@param:

+ Devide : this is the index device you config for ESP32 ( 0,1,2,..,2^32-1)

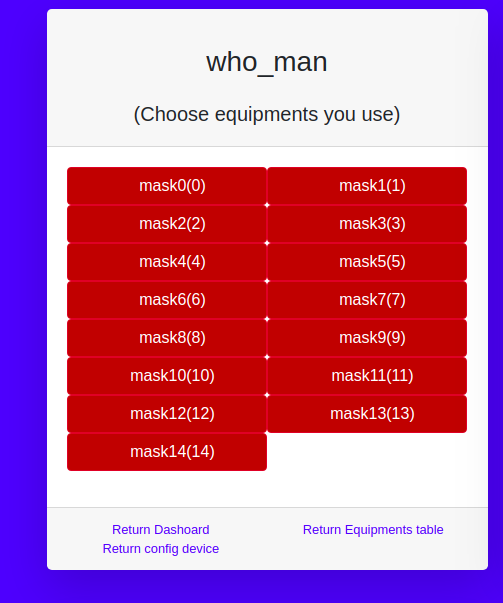
+ Mask of Device : to can be easily release esp32(Ex: chicken,..)

+ Type of device : 0 or 1

+ Number Equipment/sensors: now , just 20 max on 1 device( if you choose type 0 ( read Block document below)

**First, Go to Device type 0 : manage Euipment**

**+** Read mean this Equipment is disable ( just config) , greem mean enable

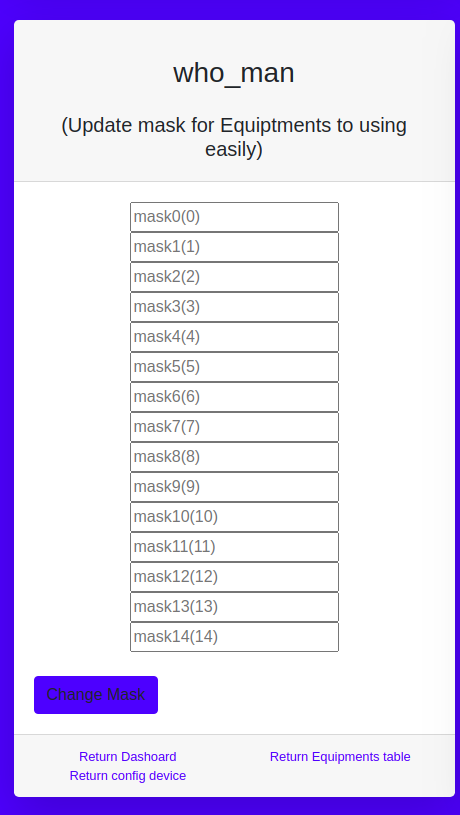


+Red mean it is none-Digital ( 0-100% mean 0-255 in esp32)

+Greed mean it is Digital pin

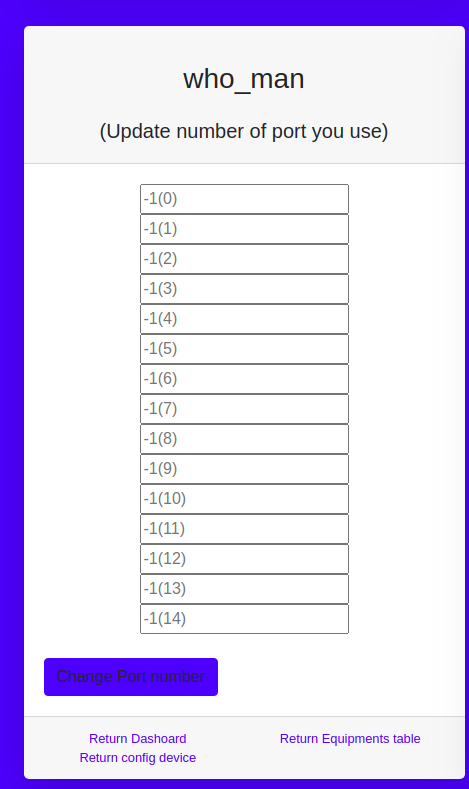


Every Pin need to be named ( ex : control\_fan,Controll\_ligth\_living\_room)

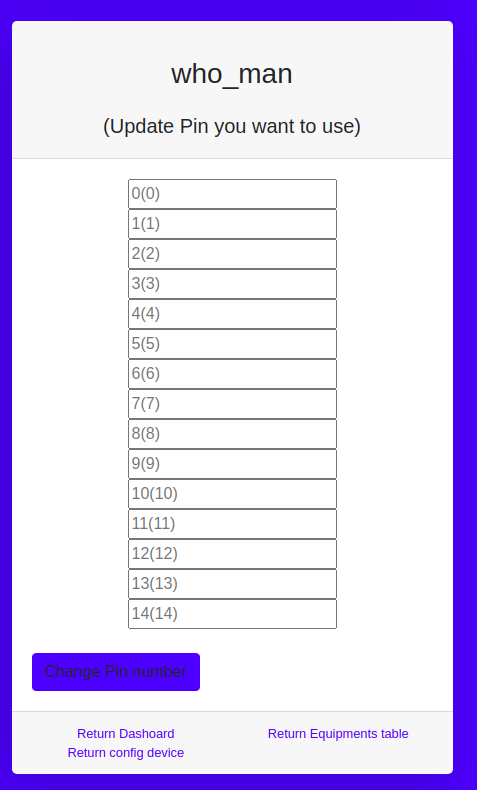


Mask Port: it mean Name of “Block”

Number Port mean index of Block ( like index of device)



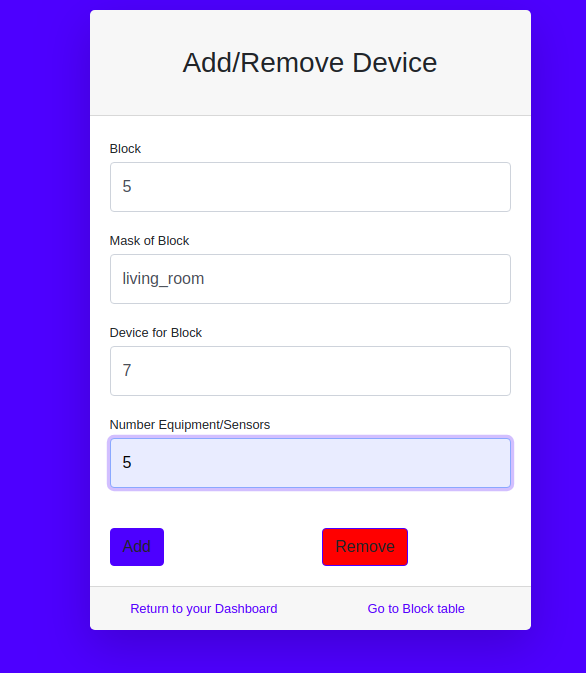
Finally, this is pin you config on esp, just choose pin you program on esp32, it make esp32 and sever not belong together



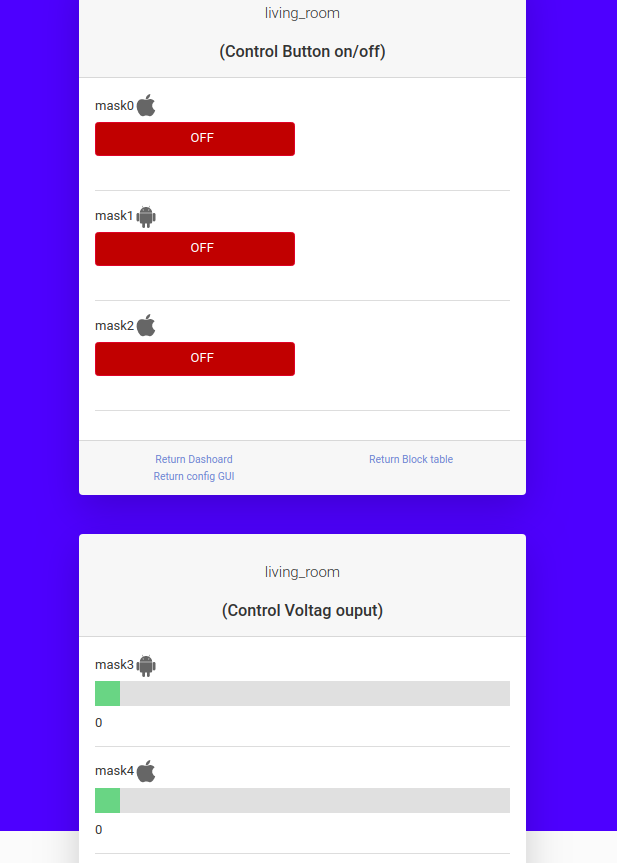
**Block :** in the House, or garden , or anything large, you need to divide it into some part smaller. For Example, in the house, you will have bath room, lising room, … in the garden, you will have many small land to plant a lot kind of tree,..

With my Server, Block help you re-map pin of esp ( it mean you can use Pin from orther esp to controll Equipment in Block) . when 1 esp or it’s Pin is broken, just config pin on server and you can continute to controll it, do not remove device and add orther device again.

You will bind a Block with device you want



You can gen many equipment in Block, just need to use, too many make your screen look like a matrix



Please , read pin\_map\_espClient\_get.docx and pin\_map\_espClient\_post.docx to know how many pin you can you, you can config type of Equipment again to change it from Non-digital to digital easily

+ Icon apple mean this Euipment is Disable, need to turn on it con config->device (thich bind with block)

+ Icon Android mean this Equiptment is Enbale

**Chapter 6:**

**SUMMARY**

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