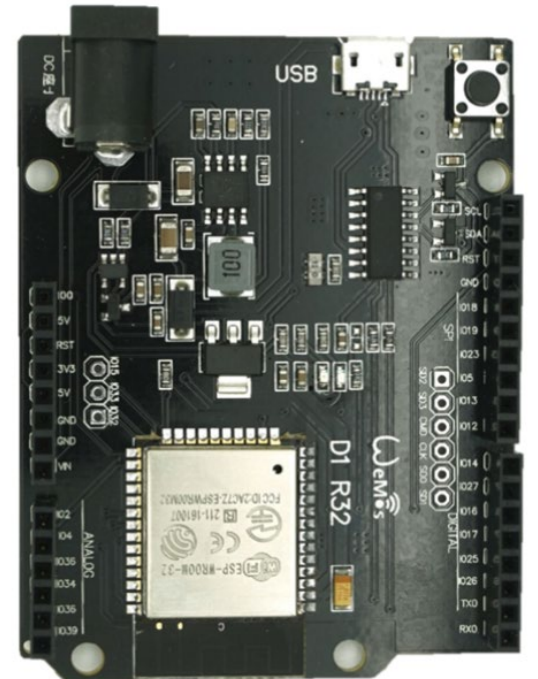


# *ELSE PRO*

## *WEBINAR 3 – PART 1*

### *Using sensors and actuators for practical experiments*

José V. Benlloch-Dualde



Wemos D1 R32 (based on ESP32)

# How to relate **electronics** to the **physical world**?

1. **Measuring** the appropriate variables (**SENSORS**)
2. **Responding** to those values (**Actuators**)

Microcontroller (*Arduino board or similar*) + Programming

# Garden



<https://esgarden.webs.upv.es/iot.html>



# IoT Garden



# An example about the use of electronics within Sensors and Actuators

## The LDR

# Sensor & Actuators

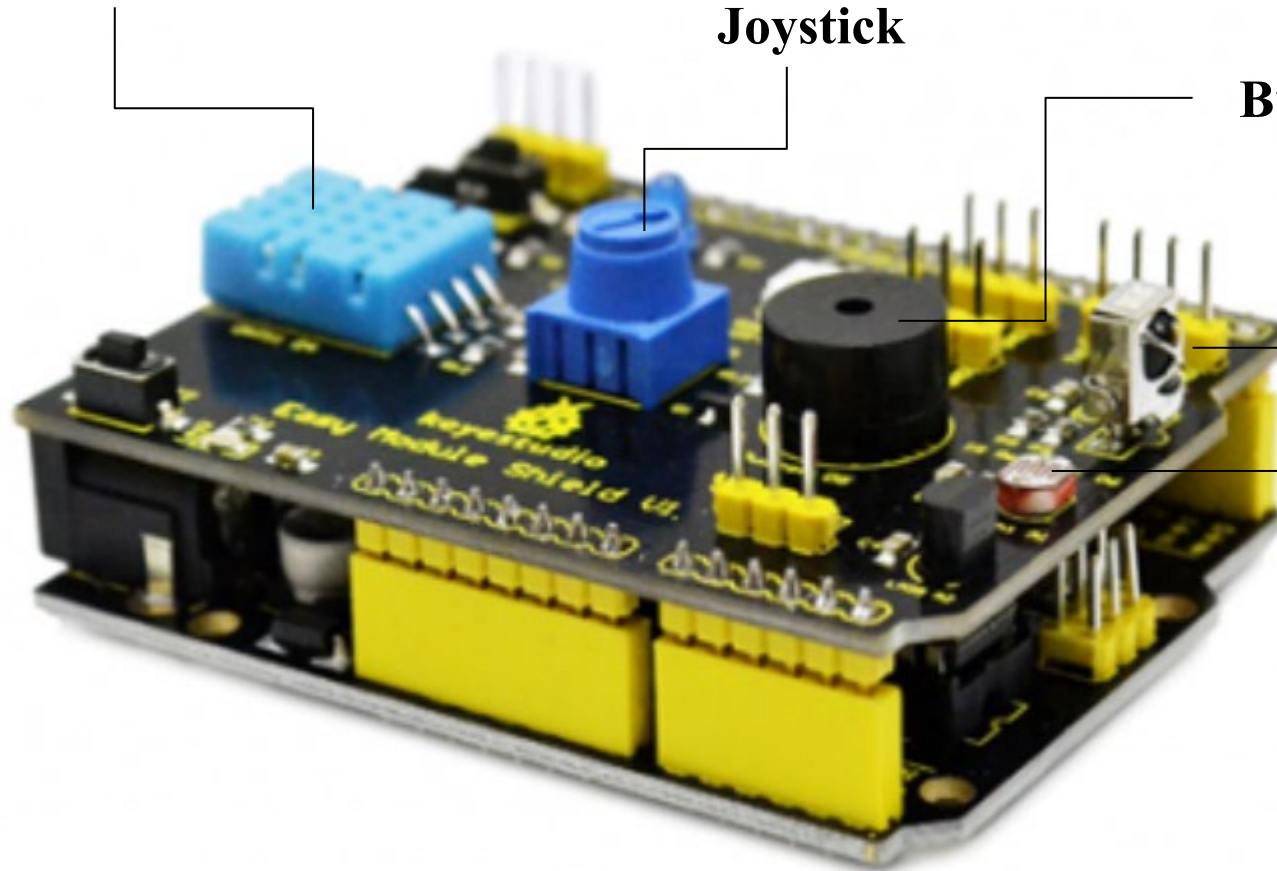
Temperature & Humidity sensor

Joystick

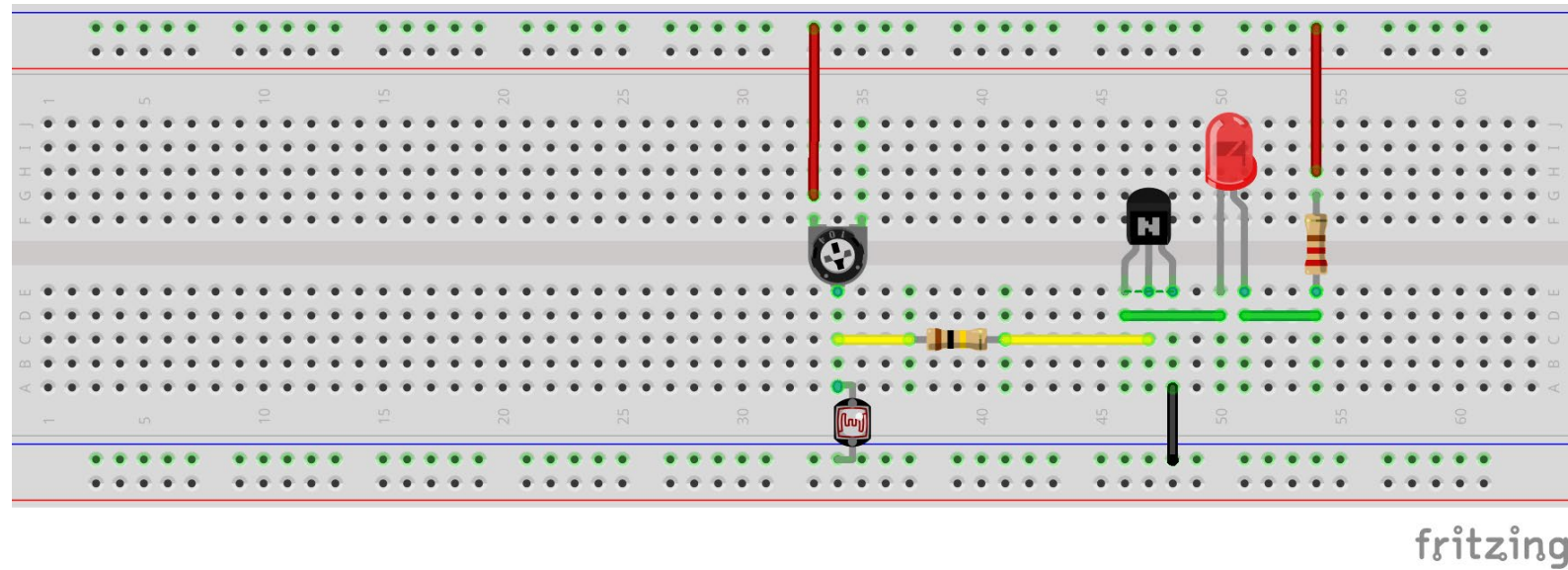
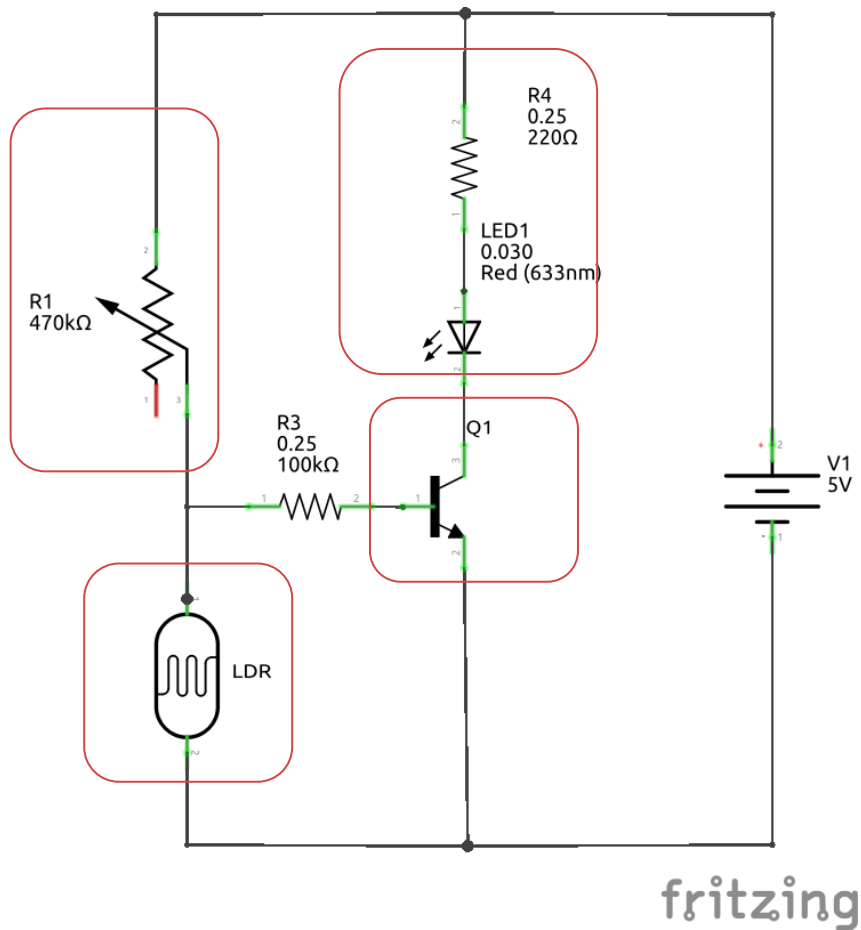
Buzzer

Motion detector

LDR



# 1a. To design a circuit that turns on an LED when it becomes dark (BJT)



# Light Dependent Resistor (LDR)

- ✓ Resistance increases with decreasing light levels.
- ✓ A device with sensitivity in the visible light region, such as the NSL-19M51
  - In dark conditions, the resistance is high (up to a few  $M\Omega$ )
  - The resistance falls to less than  $1k\Omega$  in high light levels.



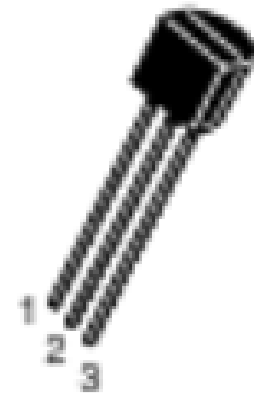
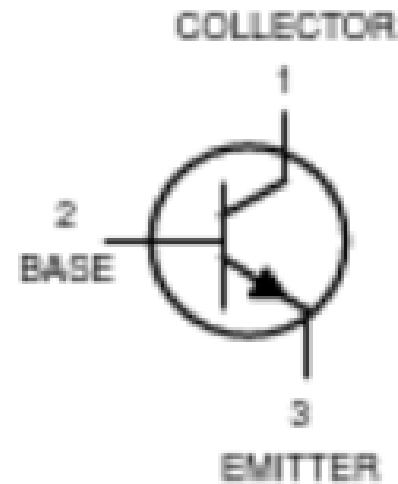


# Bipolar Junction Transistor (BJT)

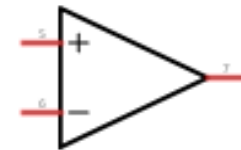
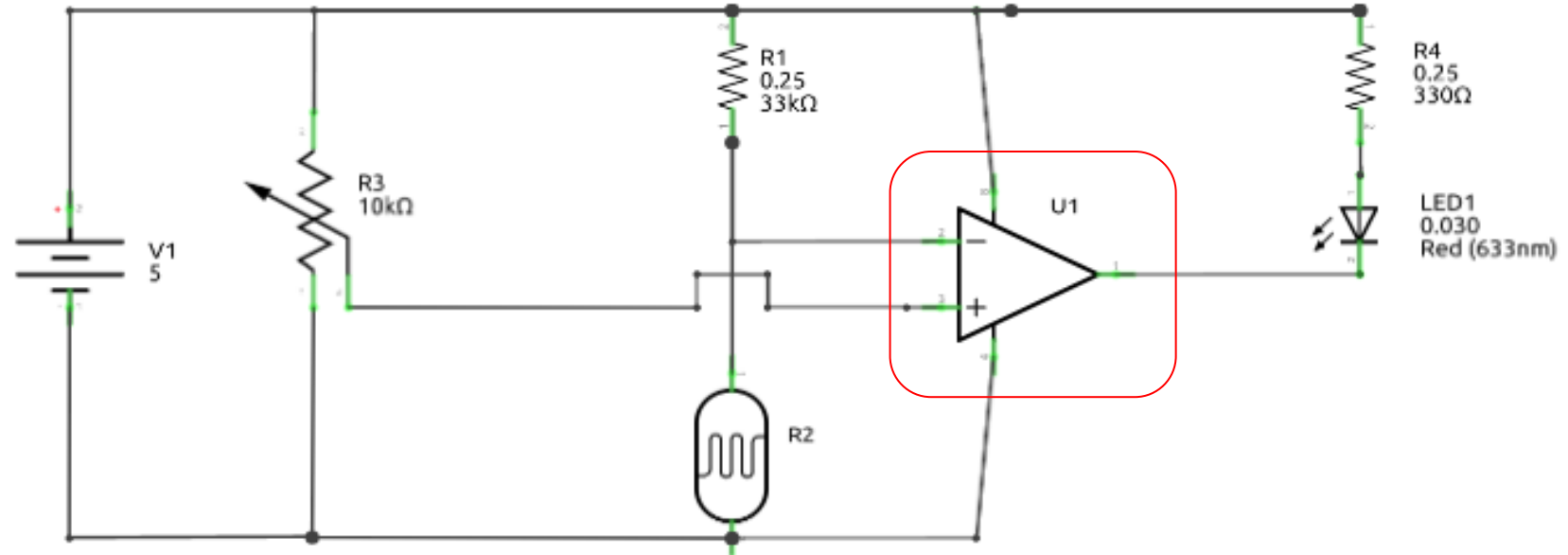
If the base-emitter junction is forward-biased

$$I_B > 0 \text{ and } I_C > 0$$

$$\text{In the active region } I_C = \beta * I_B$$



# 1b. To design a circuit that turns on an LED when it becomes dark (comparator)



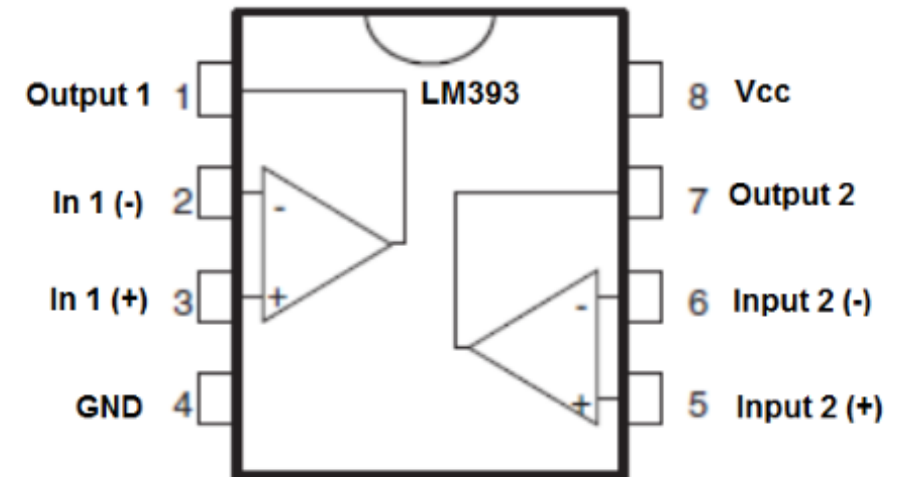
fritzing

# Comparator

✓ The **LM393 IC** consists of two independent voltage comparators, each including two inputs (IN+, IN-) and one output (OUT).

✓ If  $V_{IN+} > V_{IN-}$   $\rightarrow V_{OUT} = V_{CC}$

✓ If  $V_{IN+} < V_{IN-}$   $\rightarrow V_{OUT} = 0$



# 1b. Comparator

- ✓ The 33kΩ resistor and the LDR make up a **voltage divider**.
- ✓ Again, depending on the light level conditions, we first have **to set the reference voltage (V+)** through the 10K potentiometer in such a way that:

$$V+ > V- \quad (V_{OUT} = V_{CC})$$

$$V+ < V- \quad (V_{OUT} = 0 \rightarrow \text{LED ON})$$

