

Grove - Sound Sensor User Manual

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Wiki:http://www.seeedstudio.com/wiki/index.php?title=Twig -

<u>Sound</u>Sensor

Bazaar: http://www.seeedstudio.com/depot/Grove-Sound-Sensor-p-

752.html



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1. Introduction

Grove - Sound Sensor can detect the sound strength of the environment. The main component of the module is a simple microphone, which is based on the LM358 amplifier and an electret microphone. This module's output is analog and can be easily sampled and tested by a <u>Seeeduino</u>.





2. Features

- Easy to use sound sensor module
- Provides analog output signal
- Easily integrates with Logic modules on the input side of Grove circuits
- Uses Standard 4-pin Grove Cables to connect to other Grove modules such as Grove Power

Modules, Logic Gates and Grove - Base Shield



3. Specifications

- Operating voltage range: 4-12V
- Operating current (Vcc=5V): 4-8mA
- Voltage Gain (VS=6V, f=1 kHz): 26dB
- Microphone sensitivity (1Khz): 52-48dB
- Microphone Impedance: $2.2 \text{K} \Omega$
- Microphone Frequency: 16-20Khz
- Microphone S/N ratio: 54dB



4. Usage

4.1 Standalone

Follow these steps to build a sample Grove circuit using this module but without using any microcontroller board:

Connect the sound sensor module to the input side of your circuit (to the left of the power module).

On the output side of the circuit, you may use a range of User Interface modules (Grove - Red

LED, Grove - LED String Light, Grove - Mini Fan, Grove - Buzzer, Grove - Recorder etc.)

Power up the circuit when complete.

The sound sensor module can now be used to trigger an output. For example:

- When used in conjunction with a <u>Grove Red LED</u> output module, observe that the LED turns ON when the sound sensor detects audio and turns off in silence. The same behavior can be seen when the sound sensor is used with the <u>Grove - LED String Light</u> module - when there is sound, the lights will turn ON, and when there is silence, the lights will turn OFF.
- Add a <u>Grove NOT</u> module between the sound sensor and the power module to reverse the logic that triggers the LEDs on the <u>Grove Red LED</u> or <u>Grove LED String Light</u> modules. With the addition of the Logical NOT gate on the input side, you should see that the LEDs remain OFF when sound or music is detected, and turn ON when there is silence.
- You can use either the <u>Grove USB Power</u> module or the <u>Grove DC Jack Power</u> module for building this Grove circuit.

4.2 With Arduino

Follow these simple steps to build a Grove circuit using the light sensor:

When using the module in conjunction with an <u>Arduino</u> or a <u>Seeeduino</u>, use the <u>Grove - Base</u> <u>Shield</u> and connect the Grove - Sound Sensor module to the shield using a designated Grove Interface. Also attach an output module such as a <u>Grove - LED</u> or <u>Grove - Red LED</u> which will get triggered based on input received from the sound sensor (shown below).





Upload the following sample sketch to make the LED turn ON and OFF based on input from the sound sensor:

```
// Function: If the sound sensor senses a sound that is up to the threshold you set in the code, the
LED is on for 200ms.
// Hardware: Grove - Sound Sensor, Grove - LED
/*macro definitions of the sound sensor and the LED*/
#define SOUND_SENSOR A0
#define LED 3
                 // the number of the LED pin
\#define THRESHOLD_VALUE 400//The threshold to turn the led on 400.00*5/1024 = 1.95v
void setup()
{
    Serial.begin(9600);
    pins_init();
void loop()
{
    int sensorValue = analogRead(SOUND_SENSOR);//use A0 to read the electrical signal
    Serial.print("sensorValue ");
        Serial.println(sensorValue);
        if(sensorValue > THRESHOLD_VALUE)
     {
         {\tt turnOnLED();//if} the value read from AO is larger than 400, then light the LED
         delay(200);
    }
    turnOffLED();
void pins_init()
{
    pinMode(LED, OUTPUT);
```



```
pinMode(SOUND_SENSOR, INPUT);
}
void turnOnLED()
{
    digitalWrite(LED, HIGH);
}
void turnOffLED()
{
    digitalWrite(LED, LOW);
}
```

If the sound of the environment is greater than the threshold, then the LED will light up.

4.3 With TI LaunchPad

Turning on a LED by Sound (Sound Sensor)

This example program shows how to use the sound sensor (microphone. When the incoming sound amplitude exceeds a threshold, we will turn an LED on for 1 second.



/*

Sound Sensor

A simple program demonstrate sound sensor senses a sound that is up to the threshold you set in the code, the LED is on for 1s.

The circuit:

- * sig pin of the sound sensor to the analog pin 24 (J6 plug on Grove Base BoosterPack)
- * one side pin (either one) to ground
- * the other side pin to +VCC



```
\ast LED anode (long leg) attached to RED_LED
 * LED cathode (short leg) attached to ground
 * Note:
 This example code is in the public domain.
 http://www.seeedstudio.com/depot/Grove-Sound-Sensor-p-752.html?cPath=25 128
 */
#define SOUND_SENSOR
                                        /* sound sensor pin */
                           24
#define LED
                           RED_LED
                                        /* LED pin */
#define THRESHOLD_VALUE
                                         /* Depending on your LaunchPad' s ADC resolution you may
                           3000
have to adjust the threshold \ast/
#define ON
                                                    /* led on */
                           HIGH
#define OFF
                           LOW
                                                    /* led off */
#define _handle_led(x)
                           digitalWrite(LED, x)
                                                   /* handle led */
/* Global Variables */
int sound_value = 0;
void setup() {
    /* Initialize led pin */
    pinMode(LED, OUTPUT);
    digitalWrite(LED, LOW);
void loop() {
    /* read the sound value */
    sound_value = analogRead(SOUND_SENSOR);
    /* if the value is larger than threshold, turn on led */
    if(sound_value > THRESHOLD_VALUE) {
        _handle_led(ON);
        delay(1000);
    }
    _handle_led(OFF);
```



4.4 With Raspberry Pi

You should connect to <u>GrovePi+</u> with Grove - Sound Sensor and <u>Grove - Green LED</u>. Such as the following picture. When sound level greater than a certain value, the LED will turn on.



```
# GrovePi + Grove Sound Sensor + Grove LED
import time
import grovepi
\# Connect the Grove Sound Sensor to analog port AO
# SIG, NC, VCC, GND
sound\_sensor = 0
\# Connect the Grove LED to digital port D5
# SIG, NC, VCC, GND
led = 5
grovepi.pinMode(sound_sensor, "INPUT")
grovepi.pinMode(led, "OUTPUT")
# The threshold to turn the led on 400.00 * 5 / 1024 = 1.95v
threshold_value = 400
while True:
    try:
        # Read the sound level
        sensor_value = grovepi.analogRead(sound_sensor)
```



```
# If loud, illuminate LED, otherwise dim
if sensor_value > threshold_value:
    grovepi.digitalWrite(led, 1)
else:
    grovepi.digitalWrite(led, 0)
print "sensor_value =", sensor_value
time.sleep(.5)
except IOError:
print "Error"
```

Run the program

• Find the path to the file(According to your own path)

cd GrovePi/Software/Python/

• Run Program

```
sudo python grove_sound_sensor.py
```

4.5 With Beaglebone Green

To begin editing programs that live on BBG, you can use the Cloud9 IDE.

As a simple exercise to become familiar with Cloud9 IDE, creating a simple application to blink one of the 4 user programmable LEDs on the BeagleBone is a good start.

If this is your first time to use Cloud9 IDE, please follow this link.

Step1: Set the Grove - UART socket as a Grove - GPIO Socket, just follow this link.

Step2: Click the "+" in the top-right to create a new file.







Step3: Copy and paste the following code into the new tab

```
from Adafruit_I2C import Adafruit_I2C
import time
ADDR_ADC121 = 0x50
REG_ADDR_RESULT = 0x00
REG_ADDR_ALERT = 0x01
REG_ADDR_CONFIG = 0x02
REG_ADDR_LIMITL = 0x03
REG_ADDR_LIMITH = 0x04
REG_ADDR_HYST = 0x05
REG_ADDR_CONVL = 0x06
REG_ADDR_CONVH = 0x07
i2c = Adafruit_I2C(ADDR_ADC121)
class I2cAdc:
    def __init__(self):
        i2c.write8(REG_ADDR_CONFIG, 0x20)
    def read_adc(self):
        ''\mathrm{Read} ADC data 0–4095.''
        data_list = i2c.readList(REG_ADDR_RESULT, 2)
        #print 'data list', data_list
        data = ((data_list[0] & 0x0f) << 8 | data_list[1]) & 0xfff</pre>
        return data
```



Grove - Buzzer.)

```
if __name__ == '__main__':
    # Connect the Grove - I2C ADC to I2C Grove port of Beaglebone Green.
    adc = I2cAdc()
    while True:
        print 'sensor value ', adc.read_adc()
        time.sleep(.2)
```

Step4: Save the file by clicking the disk icon with a name "grove_i2c_adc.py".

Step5: Create a new file Copy the following code into the new tab and save it with the .py extension.

```
import time
from logo import print_seeedstudio
import grove_i2c_adc
import Adafruit_BBIO.GPIO as GPIO
# Reference voltage of ADC is 3.0v
ADC_REF = 3.0
# Vcc of the grove interface is normally 3.3v
GROVE VCC = 3.3
adc = grove_i2c_adc.I2cAdc()
def read_sound_sensor_values():
    "Read voltage values from Grove Sound Sensor"
    total_value = 0
    for index in range(5):
        sensor_value = adc.read_adc()
         print "sensor_value = ", sensor_value
#
        total_value += sensor_value
        time.sleep(0.01)
     print "total_value = ", total_value
#
    average_value = float(total_value / 5)
    voltage_value = average_value / 4095 * ADC_REF * 2
    return voltage_value
# Function: If the sound sensor senses a sound that is up to the threshold you set in the code, the
LED is on for 1s.
# Hardware: Grove - I2C ADC, Grove - Sound Sensor, Grove - LED(You can also replace Grove - LED with
```



Step6: Connect Grove Sound Sensor to Grove I2C ADC which is connected to Grove I2C socket

on BBG.

Step7: Run the code. You'll find that the terminal outputs Sound value every 2 seconds.



5. Availability

This Grove module is available as part of the following Grove Kit Series:

- Grove Mixer Pack V2
- Grove Mixer Pack
- Grove Toy Kit

Alternatively, it can be bought stand-alone here at the Seeed Studio Bazaar.



6. Resources

- Grove Sound Sensor Schematic (pdf)
- Grove Sound Sensor Source Files v1.3
- Grove Sound Sensor Eagle files v0.9b
- LM386pdf
- how to upload code





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