

## For noise disturbance detection in the environment

This code monitors the sound intensity using an LM393 sensor connected to an Arduino UNO board. The used sensor has only a digital output. Therefore, the number of times the sensor detects a sound is summed up over a sampling time called "SAMPLE\_TIME". Then the sum called "sampleBufferValue" is printed on a Serial Monitor (laptop) and visualized with the Serial Plotter. Additionally, the code allows communication with a LED to provide a visual alarm if the "sampleBufferValue" surpasses a preset Threshold. Regarding the digital outputs, 0 means silence and 1 means noise.

Detailed explanation is given in the [video tutorial](#)

```
const int OUT_PIN = 12;           // The OUTPUT of the sound sensor is
connected to the digital pin D12 of the Arduino
const int SAMPLE_TIME = 10;      // The sampling time in milliseconds, can
be set differently if required
const int Threshold = 90;        // Threshold on decibel value for LED
switching ON, the value has been optimized with respect to the used sampling
time (900 cumulative digital counts ≈ 90 dB from "Schall")

unsigned long millisCurrent;      // current time
unsigned long millisLast = 0;     //previous time
unsigned long millisElapsed = 0; // difference between current time and
previous time (time interval)

int sampleBufferValue = 0;        // initiate the sum of digital outputs
over the sampling time
int led = 8;                      // LED on pin 4 of Arduino
int dB = 0;                       //initiate sound intensity dB value

void setup() {

  Serial.begin(9600);             //Arduino starts serial communication with
baud rate 9600
  pinMode(led,OUTPUT);           // the LED is connected as output for alarm
purpose
}

void loop() {

  millisCurrent = millis();       //the current time is
assigned to the dedicated variable
  millisElapsed = millisCurrent - millisLast; //the elapsed time is updated
  if(digitalRead(OUT_PIN) == HIGH){ //HIGH means noise
    sampleBufferValue++;          //increments the sum variable
    by 1
  }
  if (millisElapsed > SAMPLE_TIME) { //if the elapsed time surpasses
the sampling time, print the sampleBufferValue and test threshold for alarm
```

```
    dB = 0.0666 *(sampleBufferValue) + 30.223; //linear regression to
calculate the decibel value based of the rough calibration of the sensor
response
    Serial.println(dB); // print decibel values on the
Serial Monitor
    Serial.print("dB"); // print sound unit decibel
    if (sampleBufferValue > Threshold) { // test if the threshold is
surpassed
        digitalWrite(led, HIGH); //blink LED 2 ms ON and 1 ms OFF
        delay(2);
        digitalWrite(led, LOW);
        delay(1);
    }
    digitalWrite(led, LOW); // the LED is turned off to be
ready for the next sample
    sampleBufferValue = 0; // re-initialization of the
sampleBufferValue variable for the new sampling time
    millisLast = millisCurrent; // update the previous time to be
the start for the next sample
}
}
```

From:  
<https://wiki.eolab.de/> - HSRW EOLab Wiki

Permanent link:  
[https://wiki.eolab.de/doku.php?id=amc2021:group1:code:sound\\_detection&rev=1630756268](https://wiki.eolab.de/doku.php?id=amc2021:group1:code:sound_detection&rev=1630756268)

Last update: **2021/09/04 13:51**

