

Automatic Animal Feeder Abstract

Project Registration No: WZ1175

Prepared for:
WIZnet 2014 Design Challenge

The Automatic Animal Feeder system is designed to automatically feed hay to small farm animals such as goats and sheep. The system provides owners of these animals the freedom to be away from their animals for up to a week at a time and to be confident that their animals are being fed properly. The control system for the feeder uses a Microchip ChipKit Max32 processor module, and the network interface connection is provided by the WIZnet WIZ550io network module. This design extends the Internet of Things to the barnyard which allows the operation of the feeder to be controlled and monitored remotely via the Internet.

The Automatic Animal Feeder consists of the chipKit Max32 development board, along with two extension boards that host the unique interfaces required by the system. The Control Board hosts the chipKit processor, WIZ550io module, power supply, system interfaces, and a host of housekeeping and monitoring functions. The AC Control Board contains the solid state relays that control the feeder and several auxiliary outputs. In addition, this board also hosts a watchdog monitor to ensure the overall system operates safely. A block diagram is shown in Figure 1 and the completed project is shown in Figure 2. A photo of the control electronics is shown in Figure 3.

The feeder consists of 6 vertical feed bins to hold individual pads of hay. Each pad of hay, which is approximately 24" x 15" x 4", is sufficient to feed the animals for one day. The bottom of the vertical bin consists of a trap door which holds the hay in the bin. At the appropriate time, either based on time of day or via command received from the Internet, the control system commands a linear actuator which triggers the release mechanism, which causes the trap door to open. The pad of hay then drops into the area below the feeder, which is accessible to the animals. A sensor is attached to each trap door so the controller can verify that door opened correctly. If the controller senses that a problem existed that prevented the door from opening, it will automatically select a different bin to release. The web interface for monitoring and controlling the system operation is shown in Figure 4.

A short two minute video that demonstrates the operation of the system is provided in the file "Demo_video.wmv" located in the Demo_video directory.

The software design for the Automatic Animal Feeder utilizes custom software written in the C language using the Microchip MPLAB X development environment to implement all the functions required to control the feeder. This custom software is integrated with the Microchip TCPIP stack, which provides the web server interface and all the other standard network functions. At the time this project was completed, interface drivers between the Microchip TCPIP stack and the WIZ550io module were not available so a significant part of this project was to develop the interface between the WIZ550io module and the Microchip stack.

The linear actuators, which are part of the mechanical release mechanism, have the unfortunate characteristic that they are not rated for continuous operation. Under normal operating conditions, this is not an issue since each actuator is energized for only 1-second at a time. However, since the actuators are under software control there was a possibility that a software failure could result in an actuator being energized continuously potentially resulting in a fire hazard. This condition violates one of my fundamental design rules, which is "A single software failure must never result in damage to life or property". To mitigate this risk, a watchdog function was implemented to continuously monitor the actuators and to disable them in the event they are commanded on too long.

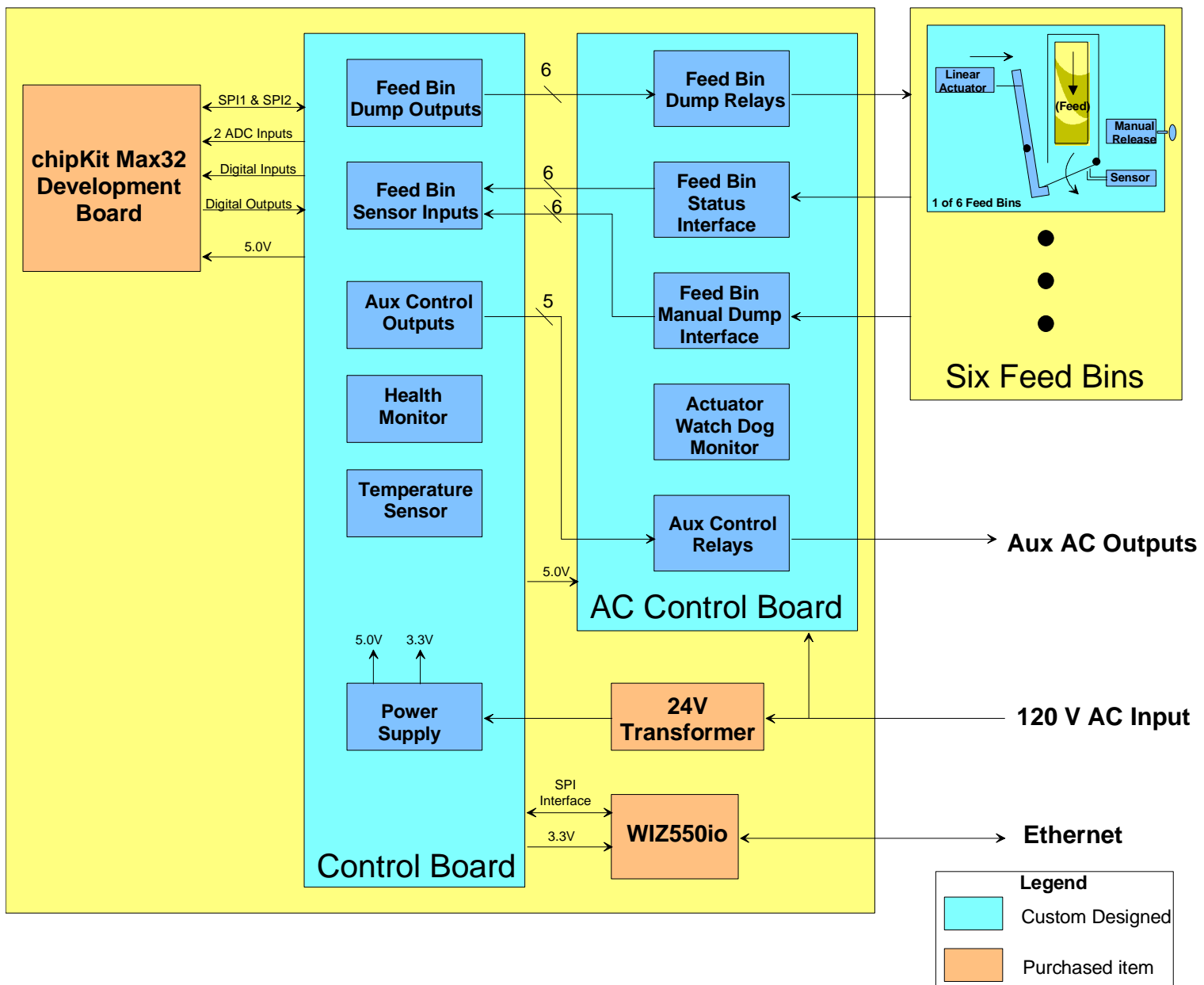


Figure 1 Automatic Animal Feeder Block Diagram – The feeder system consists of the chipKit Max32 controller, the WIZ550io network interface, and two custom boards. In addition, mechanical mechanisms are included to physically control the release of the animal feed.



Figure 2 Photo of Completed Automatic Animal Feeder System – The six feed bins are shown in the upper left portion of the photo and the gray electrical box on the right contains all the control electronics to control the feeder. The electronics also contains a web server to provide remote control and monitoring via the Internet.

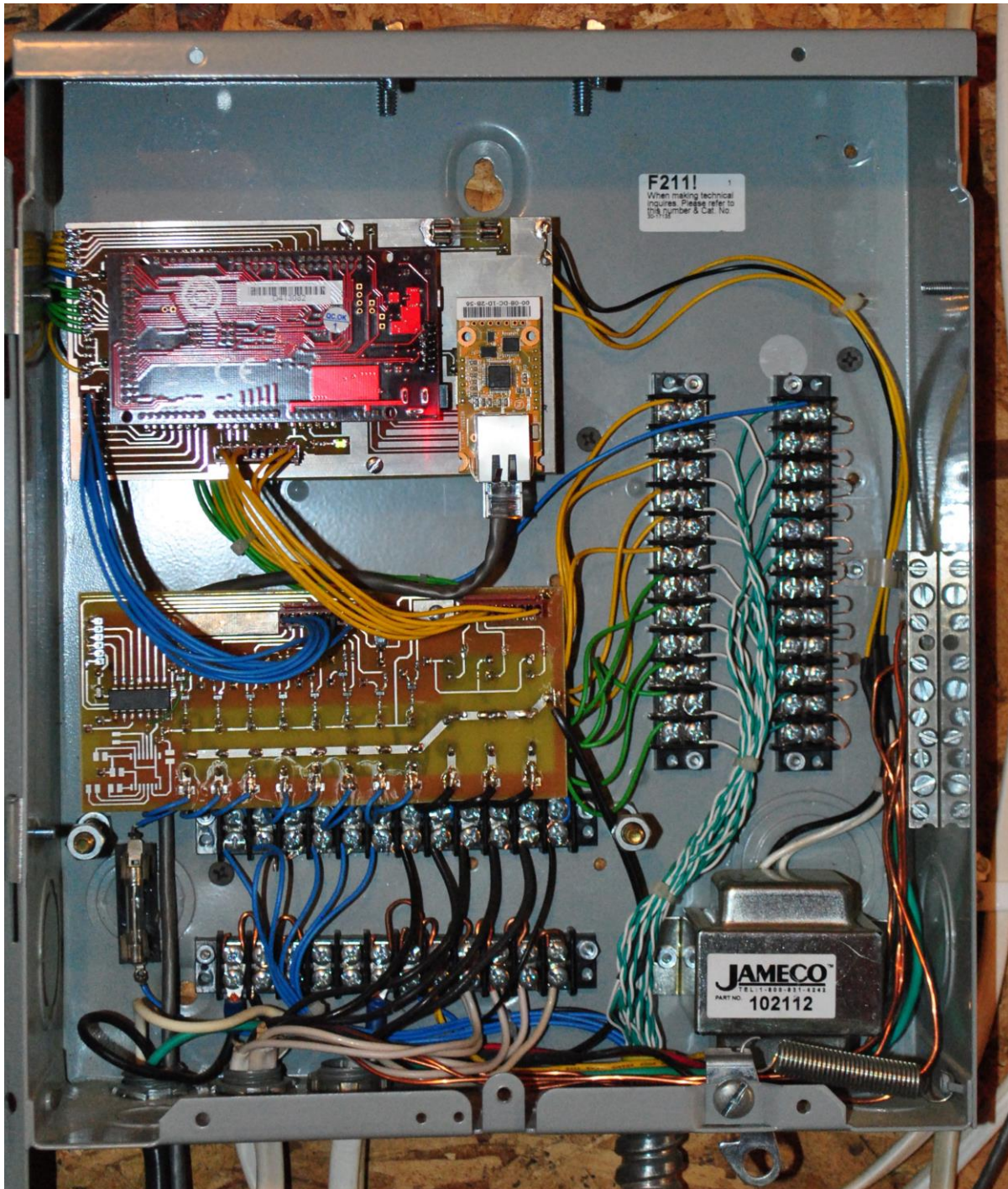


Figure 3 Photo of control electronics for the Animal Feeder System – The custom printed wiring board in the upper left hosts the chipKit Max32 controller and the WIZ550io module. The board in the middle contains the solid state relays that control the linear actuators. The terminal blocks on the bottom and on the right provide the interface for the AC wiring and bin sensor signals.



Figure 4 Control/Monitoring Web Page – This webpage is generated by the web server built into the control system. The web interface provides a quick way to monitor the operation of the system. It is also possible to manually control the system via this web page if desired.

Sample of Code

As mentioned previously, a significant portion of this project was to develop the interface driver between the Microchip TCPIP stack and the WIZ550io module which uses the W5500 Ethernet Controller. Fortunately, WIZnet does provide a driver for the W5200 device which was used as a starting point for this development, but there are significant differences between the SPI interface frame of the W5200 part and the W5500 part. In addition, the memory mapping between the two parts is significantly different. The W5200 maps the Common Registers, Socket Registers and the Rx/Tx buffer block into a linear address space. For example, the Socket 0 Registers are located between 0x4000 and 0x402e. The W5500 device uses a Block Select field in the SPI frame to select a memory, and the addressing within the memory is zero based. For example, the Socket 0 Registers are in block 0x01 between addresses 0x0000 and x0030. In an effort to utilize as much of the existing W5200 driver code as possible in the new W5500 driver, the internal operation was left for the most part untouched, and the differences were handled in the functions that implemented the SPI interface and the functions that interface with the device memory.

The code shown below is the new WriteReg function:

```
void WriteReg(BYTE BS, WORD Address, BYTE Data)
{
    #if defined ( DISABLE ALL INT )
        DINT();
    #endif
    W5500_CS_IO = 0;

    #if defined ( __18CXX ) // For PIC18 Series

        W5500_SPI_SendByte((BYTE) ((Address & 0xFF00) >> 8));
        W5500_SPI_SendByte((BYTE) (Address & 0x00FF));
        W5500_SPI_SendByte(0x80);
        W5500_SPI_SendByte(0x01);
        W5500_SPI_SendByte(Data);

    #else // for PIC32
        DWORD_VAL dwv;

        W5500_SPICON1bits.MODE32 = 1;
        if(BS == SOCKET 0 TX BUFFER)
            dwv.w[1] = Address - TXSTART;
        else if(BS == SOCKET_0_RX_BUFFER)
            dwv.w[1] = Address - RXSTART;
        else
            dwv.w[1] = Address;

        dwv.w[0] = ((WORD) BS << 11) | 0x0400 | Data; //Second word is BS, R/W=1,OP=0, Data
        W5500_SPI_SendDword(dwv.Val); //Send 32 bits and read buffer
        W5500_SPICON1bits.MODE32 = 0;

    #endif

    W5500_CS_IO = 1;
    #if defined ( __DISABLE_ALL_INT__ )
        EINT();
    #endif
} //end WriteReg
```

As mentioned earlier, the design also includes a watchdog function to prevent the linear actuators from being energized too long due to a software failure. The watchdog is implemented with a simple PIC16F688 processor. The watchdog monitors the drive signals for the linear actuators, and if they are active for more than 3 seconds it forces them to be de-energized to prevent them from getting too hot. The complete main() routine for this processor is shown below:

```
void main(void)
{
    Init();

    NewSecond = FALSE;
    TickCounter = 0;
    OnTime = 0;
    OffTime = 0;
    ShutDownFlag = FALSE;

    //Set the Bin_enable true
    PORTC |= 0b00100000;

    while(1)
    {
        if(NewSecond == TRUE)
        {
            //Do one second processing
            NewSecond = FALSE;           //Clear the second flag
            CLRWDT();                     //Kick the dog

            //Determine if a solnoid is on
            if(((PORTA & 0b00110100) | (PORTC & 0b00000111)) != 0)
            {
                //Solnoid is on so increment timer
                OnTime++;
                //Turn the LED on as long as an actuator is activated
                PORTC |= 0b00001000;

                if(OnTime >= ON_TIME_MAX)
                {
                    //Solnoid is ON too long so shut down
                    ShutDownFlag = TRUE;
                    OnTime--;
                }
            }
            else
            {
                OnTime = 0;
                //Toggle the one second LED
                PORTC ^= 0b00001000;
            }

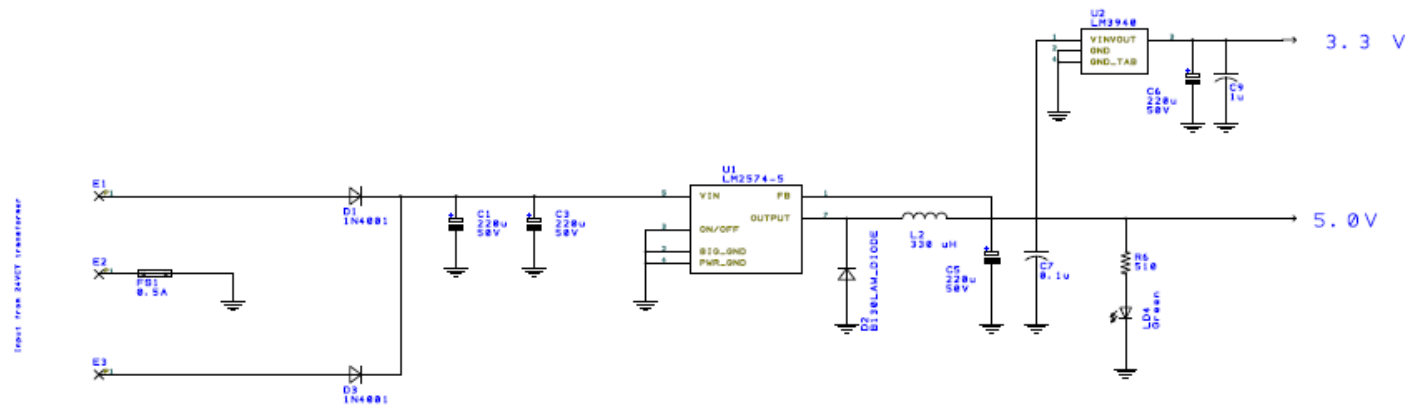
            if(ShutDownFlag == TRUE)
            {
                //Set the Bin_enable false and turn the LED OFF
                PORTC &= 0b11010111;
                OffTime++;

                if(OffTime >= OFF_TIME)
                {
                    //We have been off long enough so re-enable the solnoides
                    ShutDownFlag = FALSE;
                    OffTime = 0;
                    OnTime = 0;

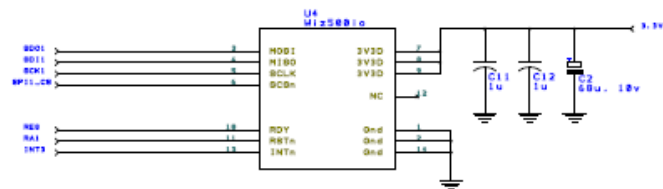
                    //Set the Bin_enable true
                    PORTC |= 0b00100000;
                }
            }
        }
        //if(NewSecond)
    }
    //while(1)
}
```


Control Board Schematic

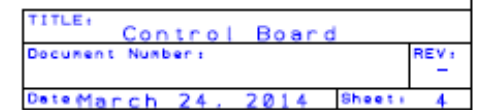
Note: High resolution version of the control board schematic is available in
"Control_board_schematic.pdf"



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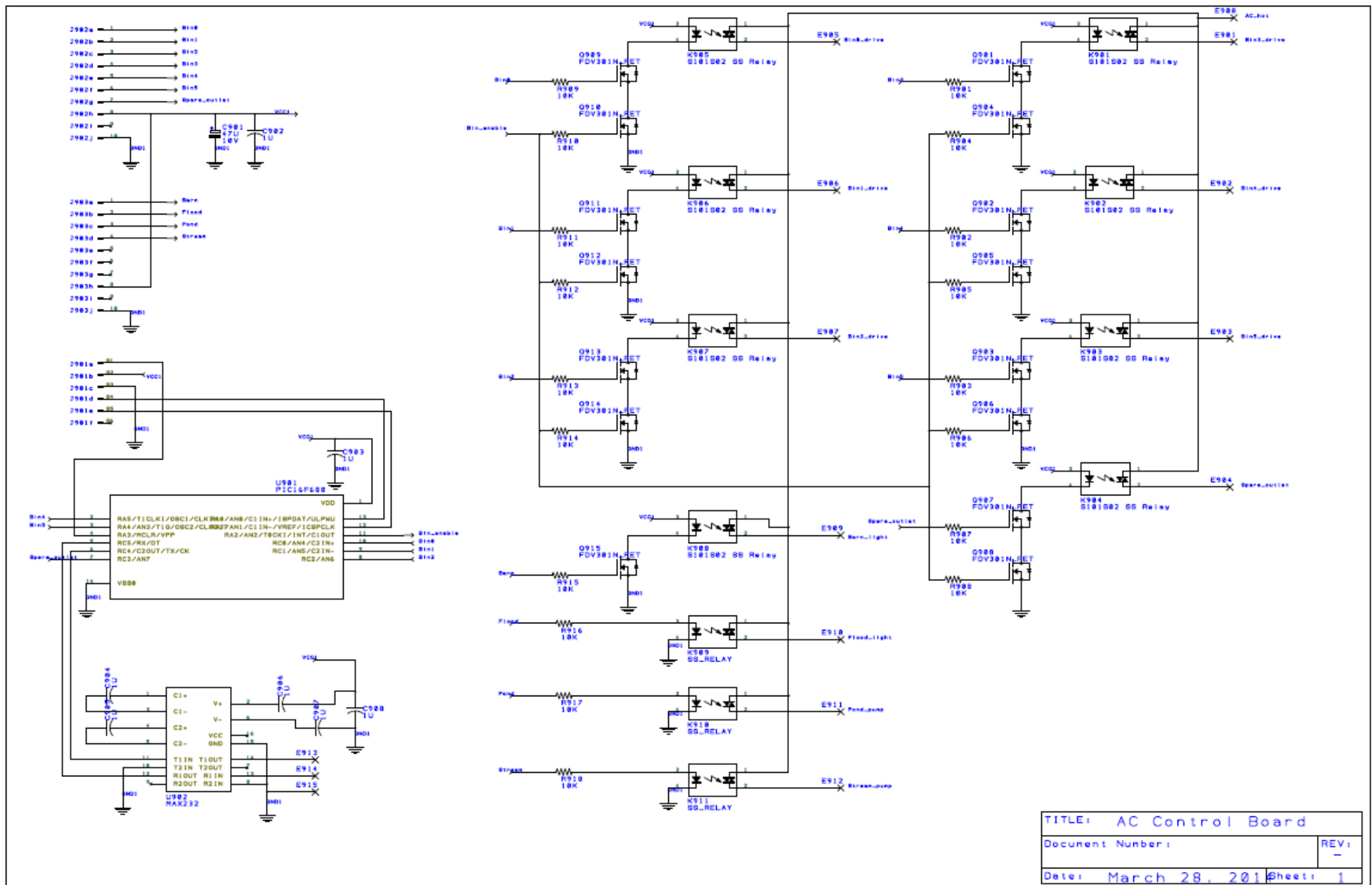


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AC Control Board Schematic

Note: High resolution version of the AC Control Boar is available in
"AC_control_board_schematic.pdf"

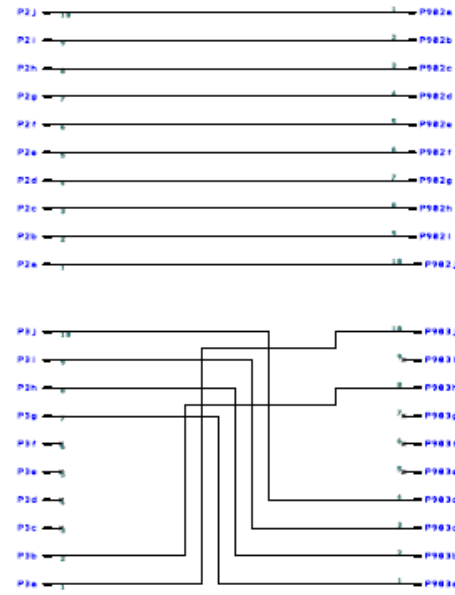


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Interconnect

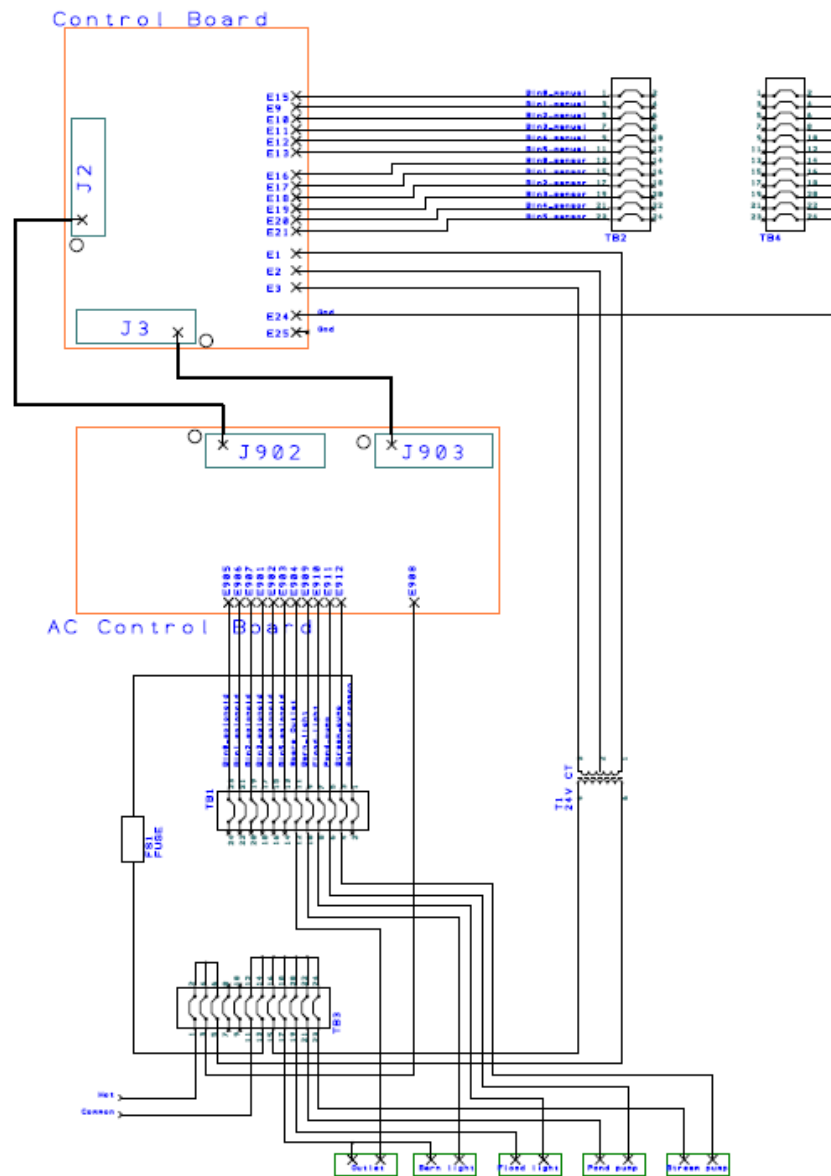
Note: High resolution version of the interconnect is available in “Interconnect_diagram.pdf”

Control Board



AC Control Board

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