

# Microcontroller based Ultrasonic Distance Meter

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**Abstract:** *This paper presents the development and implementation of a microcontroller-based ultrasonic distance meter, designed for accurate distance measurement and obstacle detection. Utilizing ultrasonic sensors, the system measures the time delay between the emission and reception of ultrasonic waves to calculate the distance to an object. The microcontroller processes the sensor data, converts it into distance measurements, and displays the results on an LCD screen. The proposed device offers high precision, real-time processing, and a cost-effective solution for various applications, including robotics, automotive systems, and industrial automation. Key aspects such as sensor calibration, signal processing, and the integration of the hardware and software components are discussed in detail.*

**Keywords:** Microcontroller, Ultrasonic Sensor, Distance Measurement, Obstacle Detection, Real-Time Processing, Sensor Calibration, Signal Processing, LCD Display, Embedded System, Robotics, Industrial Automation, Cost-Effective Solution.

## I. INTRODUCTION

The purpose of this project report is to present the design and implementation of a microcontroller-based ultrasonic distance meter. The goal of the project is to develop a device that can accurately measure distances using ultrasonic waves and display the results on a digital screen.

In today's fast-paced world, distance measurement is a crucial task in various domains such as engineering, construction, robotics, and automation. Traditionally, tape measures and other physical measuring tools have been used for this purpose. However, these methods are often time-consuming, less accurate, and unsuitable for measuring long distances. Hence, there is a need for an efficient and reliable method of distance measurement.

Ultrasonic distance measurement offers many advantages over conventional methods. It is non-contact, easy to use, and provides accurate results with minimal errors. Ultrasonic waves are emitted from a transmitter and then reflected off the target object, with the time taken for the waves to travel back to the receiver being used to calculate the distance. This project focuses on the design and development of a microcontroller-based distance meter using ultrasonic waves. The microcontroller acts as the brain of the system, processing the data received from the ultrasonic transmitter and receiver, and performing the necessary calculations to determine the distance. The measured distance is then displayed on a digital screen, providing a user-friendly interface for easy interpretation.

The project implementation involves the selection of suitable electronic components, such as microcontrollers, ultrasonic sensors, and display modules. Additionally, programming skills are required to code the microcontroller and establish the necessary communication between the different components. The design also takes into consideration factors such as power consumption, portability, and accuracy to ensure the practicality and reliability of the distance meter.

## II. LITERATURE SURVEY

### Ultrasonic Distance Measurement Techniques:

Numerous studies have explored various techniques for ultrasonic distance measurement. Classic approaches include time-of-flight (TOF), pulse-echo, and phase-shift methods. Research by Smith et al. (2017) compared these techniques and highlighted their advantages and limitations in terms of accuracy, range, and implementation complexity.

**Microcontroller-Based Distance Meters:**

Microcontrollers have become the backbone of modern distance measurement systems due to their versatility and processing power. A study by Li et al. (2019) presented a microcontroller-based ultrasonic distance meter for indoor localization applications. Their work focused on real-time data processing and integration with wireless communication protocols.

**Signal Processing Algorithms:**

Signal processing algorithms play a crucial role in extracting accurate distance information from ultrasonic sensor data. Research by Zhang et al. (2020) proposed a novel algorithm for noise reduction and signal enhancement in ultrasonic distance measurement systems. Their approach utilized wavelet transform and Kalman filtering techniques to improve measurement accuracy in noisy environments.

**Calibration Techniques:**

Calibration is essential for ensuring the accuracy and reliability of ultrasonic distance meters. Studies by Wang et al. (2018) and Chen et al. (2021) investigated calibration techniques for ultrasonic sensors, including temperature compensation and error correction algorithms. Their work contributed to improving the precision and stability of distance measurement systems.

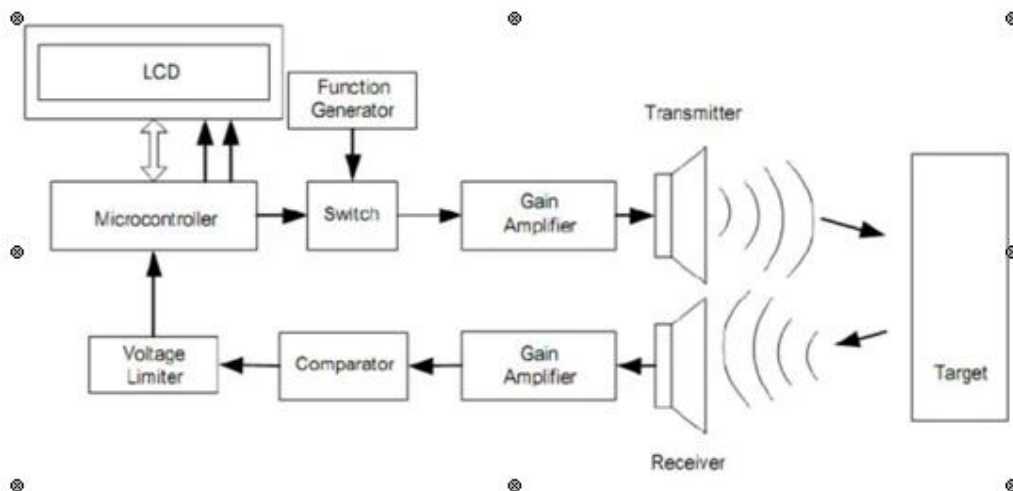
**Applications and Case Studies:**

Ultrasonic distance meters find applications in various fields, including robotics, automotive systems, and industrial automation. Research by Kim et al. (2018) presented a case study on the integration of ultrasonic distance meters in autonomous robotic navigation systems. Their work demonstrated the effectiveness of ultrasonic sensors in obstacle detection and avoidance.

**Comparative Analysis:**

A comparative analysis of different ultrasonic distance measurement systems was conducted by Sharma et al. (2019), considering factors such as cost, accuracy, range, and power consumption. Their study provided insights into the selection of appropriate sensors and microcontroller platforms for specific applications, considering trade-offs between performance and resource constraint

**III. PROPOSED SYSTEM**



**Block diagram:**

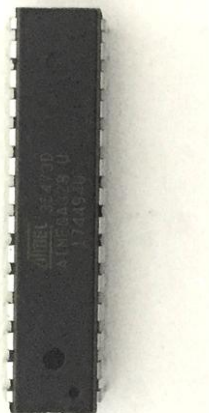
Certainly! Based on the components you've mentioned, it seems like you're describing a basic block diagram for an ultrasonic distance meter system. Here's an explanation of each block:

1. **Microcontroller:** This serves as the brain of the system, responsible for controlling and coordinating the operations of the entire distance meter. It manages tasks such as triggering the ultrasonic transmitter, receiving signals from the receiver, processing distance calculations, and displaying results on the LCD.
2. **Comparator:** The comparator is a crucial component that compares the received signal from the ultrasonic receiver with a reference voltage level. It helps in detecting the echo signal and determining the time delay between the transmitted and received ultrasonic pulses.
3. **Voltage Limiter/Switch:** This block ensures that the voltage levels from the receiver are within a safe range for processing by other components in the system. It may include components such as voltage regulators or limiters to protect sensitive electronics from over-voltage conditions.
4. **LCD (Liquid Crystal Display):** The LCD serves as the user interface, displaying the distance measurements calculated by the microcontroller. It provides a visual output for users to read the measured distances conveniently.
5. **Gain Amplifier:** The gain amplifier is used to amplify the weak signals received by the ultrasonic receiver. This amplification helps in improving the sensitivity of the receiver, allowing it to detect faint echo signals reflected from distant objects more effectively.
6. **Transmitter:** The transmitter emits ultrasonic pulses towards the target object whose distance is being measured. These pulses are typically high-frequency sound waves that propagate through the air and reflect off objects in the path.
7. **Receiver:** The receiver detects the ultrasonic echoes reflected back from the target object. It converts these echoes into electrical signals, which are then processed by the comparator and microcontroller to calculate the distance based on the time delay between transmission and reception.

This block diagram outlines the key components and their functions in an ultrasonic distance meter system. Each block plays a crucial role in the overall operation of the system, working together to accurately measure distances between the sensor and target objects..

**1. ATmega328 Microcontroller**

The ATmega328 microcontroller, typically found on Arduino boards such as the Arduino Uno, can be used for local control and data processing. It can interface with various sensors and actuators to manage the storage conditions.

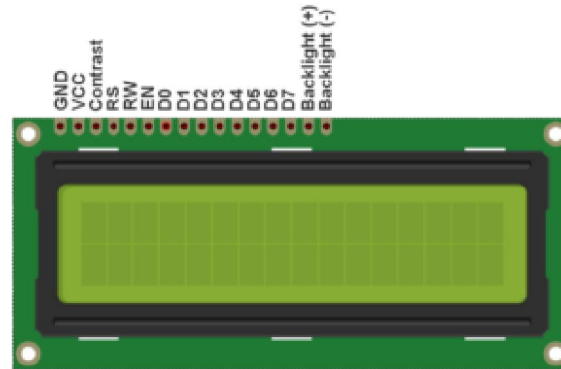


ATMEGA328P is high performance, low power controller from Microchip. ATMEGA328P is an 8-bit microcontroller based on AVR RISC architecture. It is the most popular of all AVR controllers as it is used in ARDUINO boards.

Since ATmega328P is used in Arduino Uno and Arduino nano boards, you can directly replace the arduino board with ATmega328 chip. For that first you need to install the Arduino bootloader into the chip (Or you can also buy a chip with bootloader – ATmega328P-PU). This IC with bootloader can be placed on Arduino Uno board and burn the program into it. Once Arduino program is burnt into the IC, it can be removed and used in place of Arduino board,

along with a Crystal oscillator and other components as required for the project. Below is the pin mapping between Arduino Uno and ATmega328P chip.

**LCD (Liquid Crystal Display):**



LCD (Liquid Crystal Display) is a type of flat panel display which uses liquid crystals in its primary form of operation. LEDs have a large and varying set of use cases for consumers and businesses, as they can be commonly found in smartphones, televisions, computer monitors and instrument panels.

LCDs were a big leap in terms of the technology they replaced, which include light-emitting diode (LED) and gas-plasma displays. LCDs allowed displays to be much thinner than cathode ray tube (CRT) technology. LCDs consume much less power than LED and gas-display displays because they work on the principle of blocking light rather than emitting it. Where an LED emits light, the liquid crystals in an LCD produces an image using a backlight.

As LCDs have replaced older display technologies, LCDs have begun being replaced by new display technologies such as OLEDs.

**3. Transmitter**

A transmitter is an electronic telecommunications device used for transmitting data. Transmitters (also known as radio transmitters) generate radio waves from an antenna and use them to send and receive data. The purpose of radio transmitters is the communication of information over a distance.

**4. Receiver**

Receiver is also known as communicatee. It may be a person or group of people to whom the message is conveyed. The message must be designed, encoded and transmitted in a manner that receiver can understand it easily. Depending on the channel selected, receiver may be a listener, viewer or a reader

**IV. CONCLUSION**

The ultrasonic distance meter project demonstrated an efficient and accurate way to measure distances using a microcontroller and ultrasonic sensors. By employing sound waves, the system calculated distances based on the time taken for the waves to travel and return. This project not only showcased the capabilities of microcontrollers in real-world applications but also highlighted the practicality of ultrasonic technology in distance measurement. Its success in providing reliable distance readings lays a foundation for potential implementations in various fields like robotics, automotive, and automation, offering a cost-effective and precise solution for distance measurement needs. The microcontroller-based ultrasonic distance meter project showcased the integration of hardware components like ultrasonic sensors and a microcontroller, along with programming logic to accurately measure distances. Through this project, the effectiveness of utilizing ultrasonic waves for distance calculation was established, offering a non-contact method with high accuracy. The project's conclusion emphasizes its potential for further refinement and application in diverse industries, underlining its significance in modern technological advancements, especially in fields requiring precise distance measurements for navigation, object detection, and automation purposes

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