

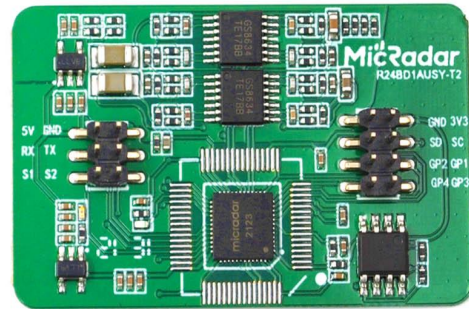
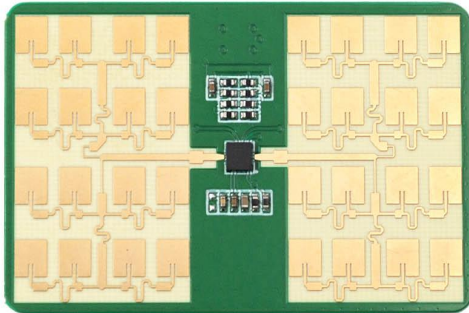


Datasheet of Wireless Bio-Radar Sensor for Respiration and Sleep Monitoring IR24BDA



DALIAN IFLABEL TECHNOLOGY CO., LTD.

Specification



Model	Standard
Description	Wireless Bio-Radar Sensor for Falling Detection
Part Number	IR24BDA
Date	2021/12/14
Version	1.0

	Design Team		
	Approval	Check	Edit
			

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Contents

Overview.....	4
1. Operating Principle.....	4
2. Precautions for Hardware Design.....	5
2.1. Circuit for Reference of Power Supply Design.....	5
2.2. Wiring Diagram.....	6
3. Layout Requirements of Antenna and Case.....	6
4. Electrostatic Protection.....	7
5. Factors Interfering Radar Function.....	7
5.1 Abnormal Output of Nobody State.....	7
5.2 Abnormal Output of Somebody State.....	8
6. Functions.....	9
6.1. Description of Functions.....	9
6.2. Output Description of Body Motion Amplitude Parameters.....	10
7. Instruction of Protocol.....	10
8. Communication Commands and Parameter Definition.....	10
8.1. Definition and Instruction of Frame Structure.....	10
8.2. Address Distribution and Data Information Instruction.....	11
9. Copyright.....	16
10. Contact us.....	16
11. Revision History.....	17
Appendix 1: Parsing Code for Reference of CRCCheck Code.....	18
Appendix 2: Parsing Code for Reference of Body Motion Sign Parameters.....	20

Overview

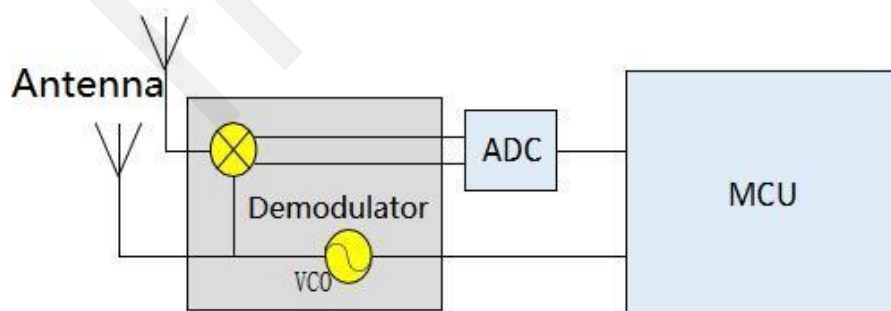
This document mainly describes the use of the radar and the problems needing attention in each stage, so as to reduce the design cost and increase the stability of the product as much as possible and improve the completion efficiency of the project.

From the hardware circuit reference design, the layout requirements of radar antenna and shell, how to distinguish interference and multifunctional standard UART protocol output.

The radar is a self-contained space sensing sensor, which is a module composed of RF antenna, radar chip and high-speed main frequency MCU. Relying on the stable, flexible and superior algorithm architecture core, the radar can solve the user's various scene detection needs. It can be equipped with upper computer or host computer to flexibly output detection status and data, meet several groups of GPIO, and can be customized and developed by users.

1. Operating Principle

The radar transmits 24G band millimeter wave signal, the measured target reflects electromagnetic wave signal, demodulates the transmitted signal, and then obtains echo demodulated signal data through amplification, filtering, ADC and other processing. The amplitude, frequency and phase of echo signal are solved in MCU unit, and finally the measurement of target parameters (breathing, motion, micro motion, etc.) and scene evaluation are realized.



2. Precautions for Hardware Design

The rated power supply voltage of the radar shall meet 4.9 - 6V.
 Under normal working conditions, the rated current requires an input of more than 200mA. Power supply design, power ripple shall be $\leq 100\text{mV}$.

2.1 Circuit for Reference of Power Supply Design

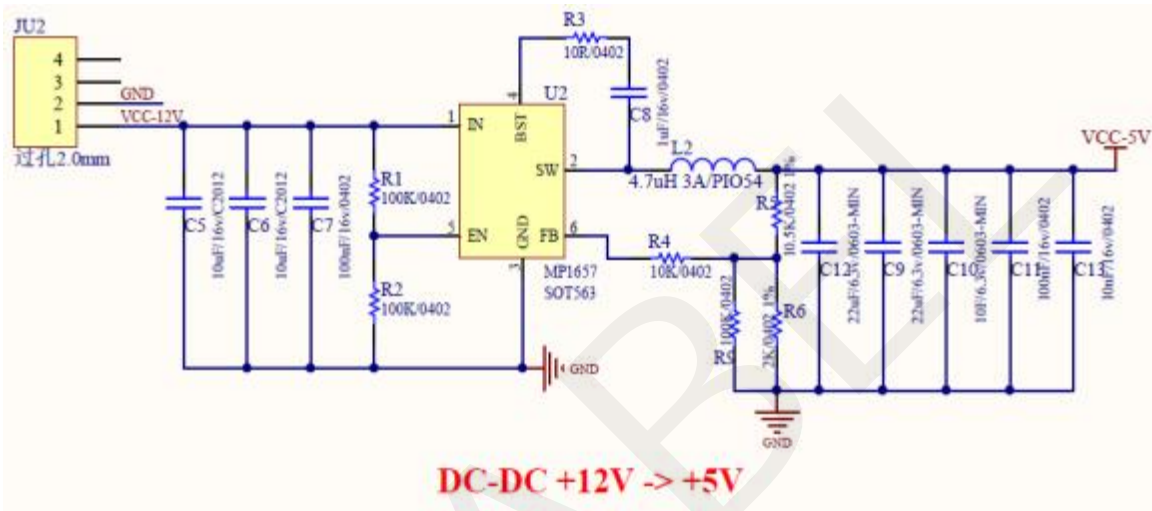


Figure 1

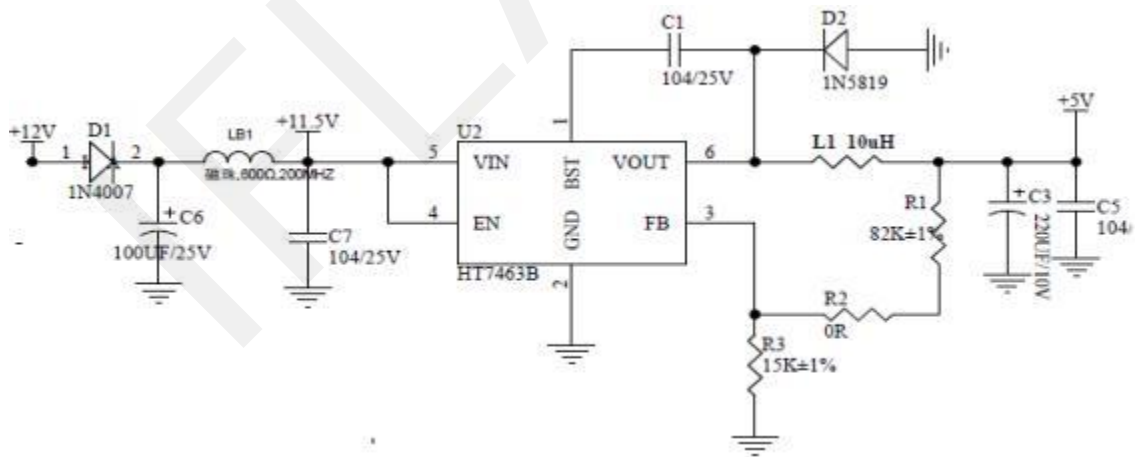


Figure 2

2.2. Wiring Diagram

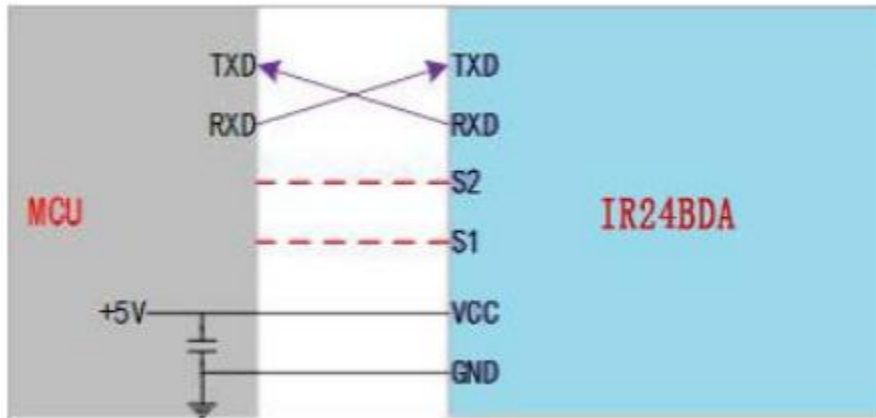


Figure 3. Wiring Diagram of Radar Module and Peripheral Device

3. Layout Requirements of Antenna and Case

PCBA: Height of Radar Mount Above Other Components $\geq 1\text{mm}$

Case Structure: Radar Antenna Plane to Case: 2 - 5mm

External Detection Surface: Non-metallic plane, no curve to avoid affection on performance of detection coverage

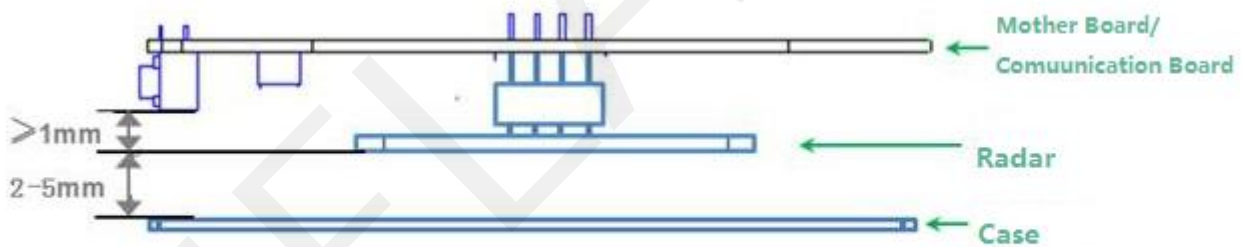


Figure 4

4. Electrostatic Protection

The radar product has an electrostatic sensitive circuit inside, which is vulnerable to electrostatic hazards. Therefore, it is necessary to do a good job in electrostatic protection in the process of transportation, storage, work and taking. Do not touch and grasp the antenna surface and connector pins of the radar module, but only the corners.

When operating the radar sensor, please wear anti-static gloves.

5. Factors Interfering Radar Function

5.1 Abnormal Output of Nobody State

Under normal circumstances, radar will accurately judge states of human body sitting down/sleeping and output falling, respiration and other vital signs.

- A.** Movements from doorway, the other side of wooden wall detected due to too large radar scanning coverage

Adjustment: Tune down sensitivity and set up scenario for radar

- B.** Radar faces down air-conditioning, fan in operating
Adjustment: Readjust the position of radar

- C.** Swinging objects by airflow from air-conditioning
Adjustment: Cotton, non-metallic objects will not cause false-alarm and metallic objects need to be fixed

- D.** False alarm by Vibration of Radar not fixed
Adjustment: Avoid shaking or vibration

- E.** Pets, flying birds or other moving objects
Adjustment: Because of the high sensitivity of slight motion detection, this cannot be excluded

- F.** False judgement from interference of power supply
Adjustment: Stabilize the current and reduce ripple

5.2 Abnormal Output of Somebody State

Radar judges human presence via sending and receiving electromagnetic wave, closer to radar, higher the accuracy

- A.** Human body beyond radar scanning coverage
Adjustment: Readjust the installation angle. Detection range varies slightly in different environments due to different reflection coverage
- B.** False output due to shading by metallic objects
Too thick office desks, chairs made from metal will block electromagnetic wave and cause a false alarm
- C.** Difference in scanning angle
Adjustment: Human body not scanned by radar, causing a false alarm
- D.** Low sensitivity of radar
Adjustment: Use parameter condition of radar to improve

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6. Functions

6.1. Description of Functions

Function Points	Time of State Change/Explanation
DP1: somebody/nobody	nobody to somebody, report within 0.5s somebody to nobody, output "No" in 1to 2mins
DP2: stationary/moving	shift between stationary and moving states, report within 0.5s
DP3: personnel approaching/leaving/no directional movement	output every 2s
DP4: parameter of body motion amplitude from 0 - 100	output every 5s refer to (section 6.2)
DP5: sensitivity gear from 0 - 9	10 gears for default scenario
DP7: scenario (bed,bathroom,hotel,bedroom,office,default)	different scenarios according to size of coverage
DP8: confirm reminder of false alarm of nobody	
DP9: switch for falling detection	default:shut down, only effective when turned on
DP10: in bed/out of bed	output state in 3s
DP11: Times of in bed/out of bed	summarize times of in bed/out of bed in a day
DP12: sleep assessment	three states, output every 10 min
DP13: awake time duration	
DP14: light sleep time duration	
DP15: deep sleep time duration	
DP16: respiratory rate	test normal respiratory rate
DP17: respiratory rate detecting signal	output states like distance, range and etc
DP18: sleep quality score (optional, users may stipulate depending on will)	score every day's sleep quality

6.2. Output Description of Body Motion Amplitude Parameters

Parameter of Body Motion Amplitude		
0%	nobody	nobody in environment
1%	stationary (sleep)	no body movement only respiration
2%-30%	slight motion	slight motion from head or limbs
31%-60%	walk/quick body movement	relatively slow body movement
61%-100%	run/big movement in close distance	quick body movement

7. Instruction of Protocol

This protocol is applied to the communication between 24G millimeter wave detection radar and host computer.

This protocol briefly introduces the radar work flow, briefly introduces the composition architecture of the interface protocol, and gives the control commands and data required for relevant radar work. The definition of serial port communication is as follows:

Interface level: TTL

Baud rate: 9600bps

Stop bit: 1

Data bit: 8

Parity check: No

8. Communication Commands and Parameter Definition

8.1. Definition and Instruction of Frame Structure

A. Definition of Frame Structure

Initial Code	Data Length		Function Code	Address Code 1	Address Code 2	Data	Check Code	
	Lenth_L	Lenth_H					Crc16_L	Crc16_H
0X55			Command	Address_1	Address_2	Data	Crc16_L	Crc16_H
1 Byte	1 Byte	1 Byte	1 Byte	1 Byte	1 Byte	n Byte	1 Byte	1 Byte

B. Instruction of Frame Structure

- a Initial code: 1Byte, default 0X55
- b Data length: 2 Byte, low byte first, high byte after
- ✚ length=data length+function code+address code 1+address code 2+data+check code c
Function: 1Byte
- ✚ Data read: 0X01
- ✚ Data write: 0X02
- ✚ Passive report command: 0X03
- ✚ Active report command: 0X04
- d Address: address code 1 function classify, address code 2 specific function
- e ✚ Please refer to instruction of address distribution and data information
- f Data: n Byte
- g Check code: 2 Byte, low byte first, high byte after
Use CRC16 for check, please refer to Appendix 1

8.2. Address Distribution and Data Information Instruction

Interface Contents of 24G Bio-perception Radar					
	Function code	Address code 1	Address code 2	Data	Remark
1	Read 0x01	Mark looking up 0x01	Device ID 0X01		
2			Software version 0x02		
3			Software version 0x03		
4			Protocol version 0x04		
5		Looking-up radar information 0x03	Environment state 0X05		
6			Vital sign parameter 0x06		
7		System parameter looking-up 0x04	Threshold gear 0x0C		
8			Scenario setting 0x10		
9		Look up for other information 0X05	Parameter Switch of sleep monitoring 0X0D		Look up for current state of switch of sleep monitoring

Interface Contents of 24G Bio-perception Radar					
1	Write 0x02	System parameter 0x04	Threshold gear 0x0C	Enumeration range 0~9	Respectively to gear level 0 1 2 3 4 5 6 7 8 9 (default is 6) higher gear level, higher sensitivity
2			Scenario setting 0x10	Default mode 0x00	
3				Area detection (Top-mounted) 0x01	
4				Bathroom (Top- mounted) 0x02	
5				Bedroom (Top- mounted) 0x03	
6				Living room (Top -mounted) 0x04	
7				Office (Top- mounted) 0x05	
8				Hotel (Top- mounted) 0x06	
9				Restart 0X04	
	Other function 0X05	Switch for sleep monitoring 0x0D	OFF 0x00		
			ON 0x01		
10		OTA upgrade start 0X08	4byte integer data (firmware size) + nbyte (so ftware version number)		
		Upgrade Transmission 0X09	Packet offset (4byte) + Data packet (1024byte)		
		Upgrade complete information 0X0A	Fixed character 0X0F		

Interface Contents of 24G Bio-perception Radar					
1	Passive Command report 0x03	Mark of report module 0x01	Device ID 0x01	12 Byte data	
2			Software version 0x02	10 Byte data	
3			Hardware version 0x03	8 Byte data	
4			Protocol version 0x04	8 Byte data	

Interface Contents of 24G Bio-perception Radar						
1	Passive report command 0x03	Report radar information 0X03	Environment state 0x05	Nobody 00 FF FF		
2				Static personnel 01 00 FF		
3				Active personnel 01 01 01		
4			Vital paramaters 0x06	4 Byte Float data (see appendix 2)		
5		Report system parameter 0X04	Scenario setting 0x10	Threshold gear 0X0C	Current gear value (0X00~0X09)	
6				Default setting 0x00		
7				Area detection (Top-mounted) 0x01		
8				Bathroom (Top-mounted) 0x02		
9				Bedroom (Top-mounted) 0x03		
10				Living room (Top-mounted) 0x04		
11				Office (Top-mounted) 0x05		
12				Hotel (Top-mounted) 0x06		
13		Report other information 0X05	Sleep monitoring swtich 0X0D	OFF 0x00		
				ON 0x01		
14			Feedback of OTA upgrade start 0X08	Fail 0X00		
15				Suceed 0X01		
16	Feedback of OTA transmission 0X09	Fixed character 0X0F				

Interface Contents of 24G Bio-perception Radar						
1	Active Report Command 0x04	Report radar Information 0x03	Environment state 0x05	Nobody 00 FF FF		
2				Somebody Static 01 00 FF		
3				Active personnel 01 01 01		
4			Motion parameter 0x06	4 Byte Float data		
5			Fixed character	NO 0x01		
	Approaching 0x02					
			Approaching/leaving state 0x07	0x01 0x01	Leaving 0x03	
6	Report other information 0x05		Heartbeat packet 0x01	Nobody state 00 FF FF		
7				Static somebody 01 00 FF		
8				Active somebody 01 01 01		
9			Abnormal reset 0x02		0x0F	

Interface Contents of 24G Bio-perception Radar						
1	Sleep monitoring radar data report 0x05	Respiratory parameter 0x01	Respiratory rate 0x01	1Byte Integer data		
			Detecting signal 0x04	Abnormal breath holding 0x01		
				NO 0x02		
				Normal 0x03		
			Abnormal rapid breath 0x05	Abnormal motion 0x04	Alarm appears when there is big motion of human body to inform users that may affect radar detection of respiration.	
2		Scenario assessment 0x03	in bed/out of bed 0x07	Out of bed 0x00		
3				In bed 0x01		
4			Sleep state assessment 0x08	Awake 0x00		
5				Light sleep 0x01		
6	Deep sleep 0x02					
7	NO 0x03					
8	Duration parameter 0x04		Awake time 0x01	4Byte integer data	Unit min	
		Light sleep time 0x02	4Byte integer data			
		Deep sleep time 0x03	4Byte integer data			
9	Sleep Monitoring Parmater 0x05	Sleep quality score 0x01	1Byte integer data			

- Instruction:**
- 1) Data read/write: command sent from host computer to radar
 - 2) Report command: information sent from radar to host computer
 - 3) Gear of sensitivity of human body 人 from 0~9, default 6, bigger the gear, higher the sensitivity

9. Copyright

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10. Contact Us

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11. Revision History

Revision	Release Data	Summary
V1.0_0212	2020/02/12	1 st Draft Released
V1.1_0319	2021/03/19	Adjustment
V1.2_0628	2021/6/28	Human Presence Sensitivity Gear Added

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Appendix 1: Parsing Code for Reference of CRC Check Code

```

1. const unsigned char cuc_CRCHI[256]=
2. {
3.     0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41,
4.     0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40,
5.     0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41,
6.     0x00, 0xC1, 0x81, 0x40, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41,
7.     0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41,
8.     0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40,
9.     0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40,
10.    0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40,
11.    0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41,
12.    0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40,
13.    0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41,
14.    0x00, 0xC1, 0x81, 0x40, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41,
15.    0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41,
16.    0x00, 0xC1, 0x81, 0x40, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41,
17.    0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41,
18.    0x00, 0xC1, 0x81, 0x40, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41,
19.    0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41,
20.    0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40,
21.    0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41,
22.    0x00, 0xC1, 0x81, 0x40, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41,
23.    0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41,
24.    0x00, 0xC1, 0x81, 0x40
25. };

```

```

1.  const unsigned char cuc_CRCLo[256]=
2.  {
3.    0x00, 0xC0, 0xC1, 0x01, 0xC3, 0x03, 0x02, 0xC2, 0xC6, 0x06, 0x07, 0xC7,
4.    0x05, 0xC5, 0xC4, 0x04, 0xCC, 0x0C, 0x0D, 0xCD, 0x0F, 0xCF, 0xCE, 0x0E,
5.    0x0A, 0xCA, 0xCB, 0x0B, 0xC9, 0x09, 0x08, 0xC8, 0xD8, 0x18, 0x19, 0xD9,
6.    0x1B, 0xDB, 0xDA, 0x1A, 0x1E, 0xDE, 0xDF, 0x1F, 0xDD, 0x1D, 0x1C, 0xDC,
7.    0x14, 0xD4, 0xD5, 0x15, 0xD7, 0x17, 0x16, 0xD6, 0xD2, 0x12, 0x13, 0xD3,
8.    0x11, 0xD1, 0xD0, 0x10, 0xF0, 0x30, 0x31, 0xF1, 0x33, 0xF3, 0xF2, 0x32,
9.    0x36, 0xF6, 0xF7, 0x37, 0xF5, 0x35, 0x34, 0xF4, 0x3C, 0xFC, 0xFD, 0x3D,
10.   0xFF, 0x3F, 0x3E, 0xFE, 0xFA, 0x3A, 0x3B, 0xFB, 0x39, 0xF9, 0xF8, 0x38,
11.   0x28, 0xE8, 0xE9, 0x29, 0xEB, 0x2B, 0x2A, 0xEA, 0xEE, 0x2E, 0x2F, 0xEF,
12.   0x2D, 0xED, 0xEC, 0x2C, 0xE4, 0x24, 0x25, 0xE5, 0x27, 0xE7, 0xE6, 0x26,
13.   0x22, 0xE2, 0xE3, 0x23, 0xE1, 0x21, 0x20, 0xE0, 0xA0, 0x60, 0x61, 0xA1,
14.   0x63, 0xA3, 0xA2, 0x62, 0x66, 0xA6, 0xA7, 0x67, 0xA5, 0x65, 0x64, 0xA4,
15.   0x6C, 0xAC, 0xAD, 0x6D, 0xAF, 0x6F, 0x6E, 0xAE, 0xAA, 0x6A, 0x6B, 0xAB,
16.   0x69, 0xA9, 0xA8, 0x68, 0x78, 0xB8, 0xB9, 0x79, 0xBB, 0x7B, 0x7A, 0xBA,
17.   0xBE, 0x7E, 0x7F, 0xBF, 0x7D, 0xBD, 0xBC, 0x7C, 0xB4, 0x74, 0x75, 0xB5,
18.   0x77, 0xB7, 0xB6, 0x76, 0x72, 0xB2, 0xB3, 0x73, 0xB1, 0x71, 0x70, 0xB0,
19.   0x50, 0x90, 0x91, 0x51, 0x93, 0x53, 0x52, 0x92, 0x96, 0x56, 0x57, 0x97,
20.   0x55, 0x95, 0x94, 0x54, 0x9C, 0x5C, 0x5D, 0x9D, 0x5F, 0x9F, 0x9E, 0x5E,
21.   0x5A, 0x9A, 0x9B, 0x5B, 0x99, 0x59, 0x58, 0x98, 0x88, 0x48, 0x49, 0x89,
22.   0x4B, 0x8B, 0x8A, 0x4A, 0x4E, 0x8E, 0x8F, 0x4F, 0x8D, 0x4D, 0x4C, 0x8C,
23.   0x44, 0x84, 0x85, 0x45, 0x87, 0x47, 0x46, 0x86, 0x82, 0x42, 0x43, 0x83,
24.   0x41, 0x81, 0x80, 0x40
25. };

1.  static unsigned short int us_CalculateCrc16(unsigned char *lpuc_Frame, unsi
   gned short int lus_Len)
2.  {
3.    unsigned char luc_CRCHi = 0xFF;
4.    unsigned char luc_CRCLo = 0xFF;
5.    int li_Index=0;
6.
7.    while(lus_Len--)
8.    {
9.      li_Index = luc_CRCLo ^ *( lpuc_Frame++);
10.     luc_CRCLo = (t_BYTE)( luc_CRCHi ^ cuc_CRCHi[li_Index]);
11.     luc_CRCHi = cuc_CRCLo[li_Index];
12.    }
13.    return (unsigned short int )(luc_CRCLo << 8 | luc_CRCHi);
14. }

```

Appendix 2: Parsing Code for Reference of Body Motion Sign Parameters

```
typedef union
{
    unsigned char Byte[4];
    float Float;
}Float_Byte;

void main()
{
    Float_Byte fb; fb.Byte[0]
    = 0x9A; fb.Byte[1] =
    0xFB; fb.Byte[2] = 0xE7;
    fb.Byte[3] = 0x3F;
    printf("%f\r\n",fb.Float);
}
```