

Last time:

- > Timing Diagrams
- > Boolean Algebra

Today:

> DC Motors

Notes on Simon SAYS

play-sequence (seq) {

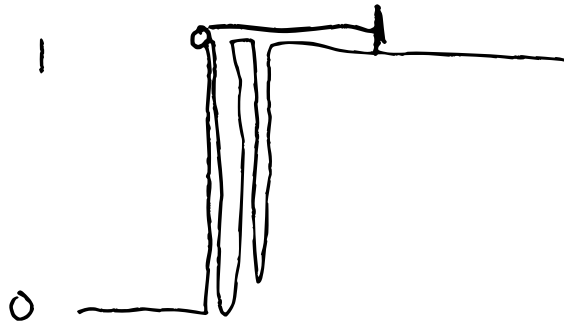
digital write

}

millis()

button → debounce

tone →



Finite State Machine

play(n, seq) {

setup

→ set pins

⋮

int *
int *

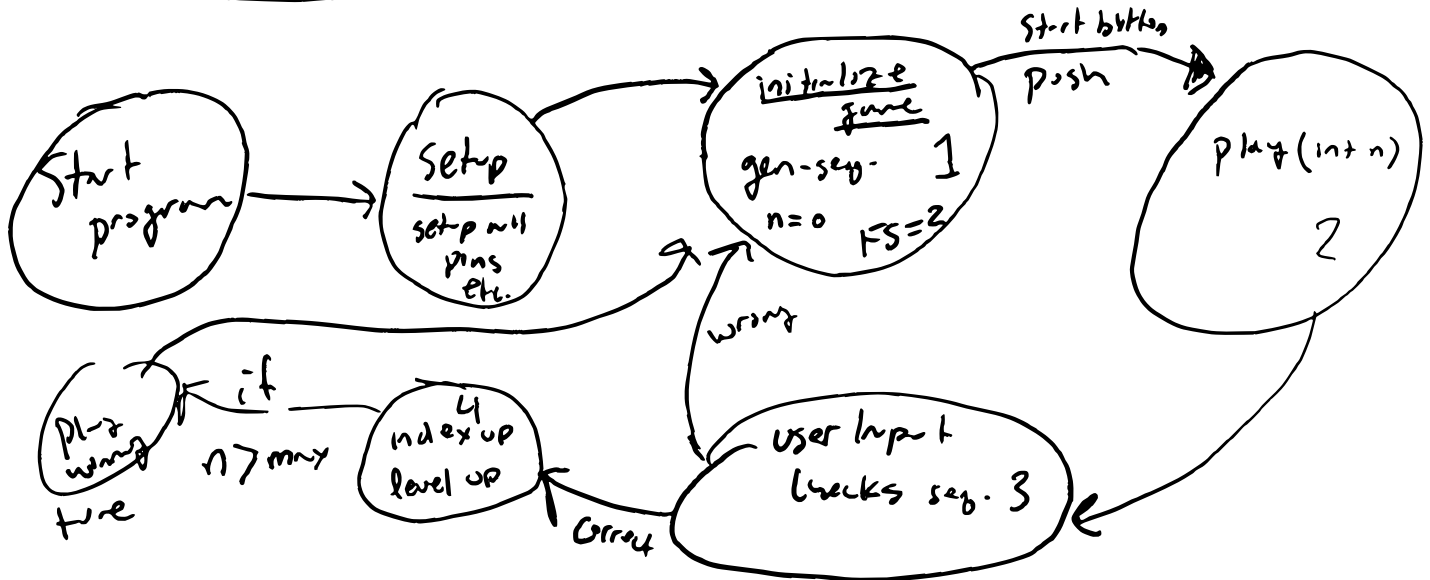
generate seq(int l) {

array seq;

for l

seq[i] = rand(4)

}



Correct
or
wrong

(0)
(1)

userInput (seq) n)

while

a = digital read (Pin 1)

b = digital read (Pin 2)

c = digital read (Pin 3)

d = digital read (Pin 4)

if (a == 1) || (b == 1)

break.

user_seq.

Pilling

Mondy 3/4

// check the sequence.

{ for 0 : n
seq (n) == user_seq (n);

FS = 1

Switch FS

Case: 1

initialize game()

Case: 2

play Sequen()

Case: 3

getUserInput()

Case: 4 nextLevel()

Example: Designing a logic network

Let's design a home alarm system using only logic gates

What we want:

1. Alarm to sound only if windows or doors are disturbed (sleeping - mode 1)
2. Alarm to sound if windows or doors are disturbed or motion in the house is detected (vacation - mode 2)
3. A disable state where the alarm can be turned off completely (off - mode 3)

Assumptions:

1. Sensors are binary (motion - 1, no motion - 0, door/window disturbed - 1, no disturbance - 0)

Example: Designing a logic network

- A : state of the door and window sensors
- B : state of the motion detector
- Y : output used to sound the alarm
- CD : 2-bit code set by the user to select the operating state defined by

$$CD = \begin{cases} 01 & \text{operating state 1} \\ 10 & \text{operating state 2} \\ 00 & \text{operating state 3} \end{cases}$$

Quasi-logic Statement

Activate alarm ($Y=1$) if $A=1$ and $CD = 01$ or activate the alarm if $A = 1$ or $B = 1$ and $CD = 10$

Example: Designing a logic network

Translate Quasi-logic Statement into Boolean Expression

Activate alarm ($Y=1$) if $A=1$ and $CD = 01$ or activate the alarm if $A = 1$ or $B = 1$ and $CD = 10$

$$Y = A \cdot (\bar{C} \cdot D) + (A + B) \cdot (C \cdot \bar{D})$$

Example: Designing a logic network

Simplify $Y = A \cdot (\bar{C} \cdot D) + (A + B) \cdot (C \cdot \bar{D})$

C	D	$(\bar{C} \cdot D)$	$(C \cdot \bar{D})$
0	1	1	0
1	0	0	1
0	0	0	0

$$\bar{C} \cdot D = D \qquad C \cdot \bar{D} = C$$

$$Y = (A \cdot D) + (A + B) \cdot C$$

Example: Designing a logic network

Convert to single gate: $Y = (A \cdot D) + (A + B) \cdot C$

You can only use AND-gates

de Morgan's Law: $A \cdot B \cdot C \dots = \overline{\overline{A} + \overline{B} + \overline{C}}$

$$A + B + C \dots = \overline{\overline{A} \cdot \overline{B} \cdot \overline{C}}$$

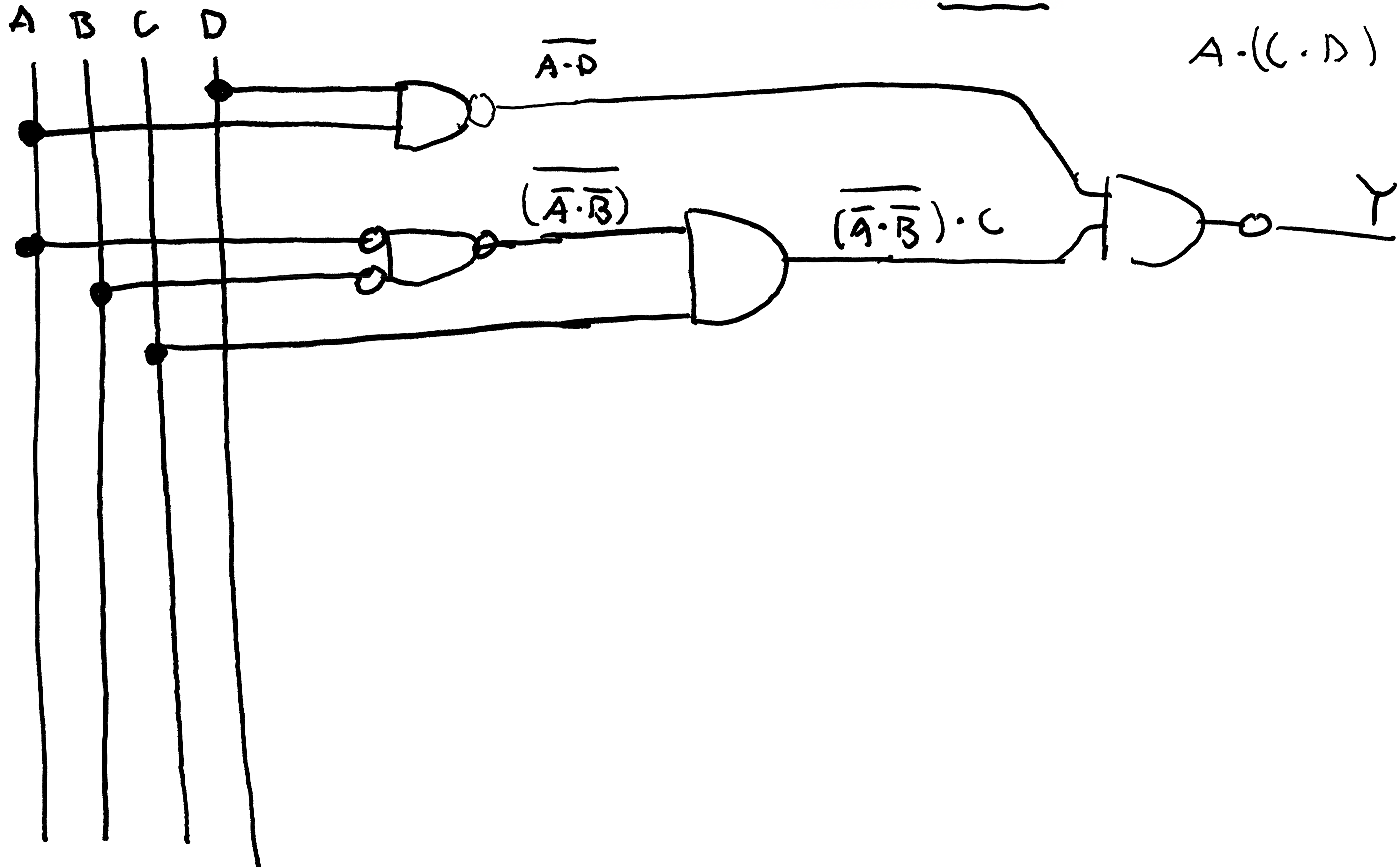
$$(A + B) = \overline{\overline{A} \cdot \overline{B}} \Rightarrow Y = (A \cdot D) + (\overline{\overline{A} \cdot \overline{B}}) \cdot C$$

$$= \overline{\overline{A \cdot D}} \cdot \overline{\overline{\overline{A} \cdot \overline{B}}} \cdot C$$

verify next time.

Example: Designing a logic network

Now we can draw logic circuit:



$$Y = \overline{A \cdot D} \cdot \overline{(A \cdot B)} \cdot C$$



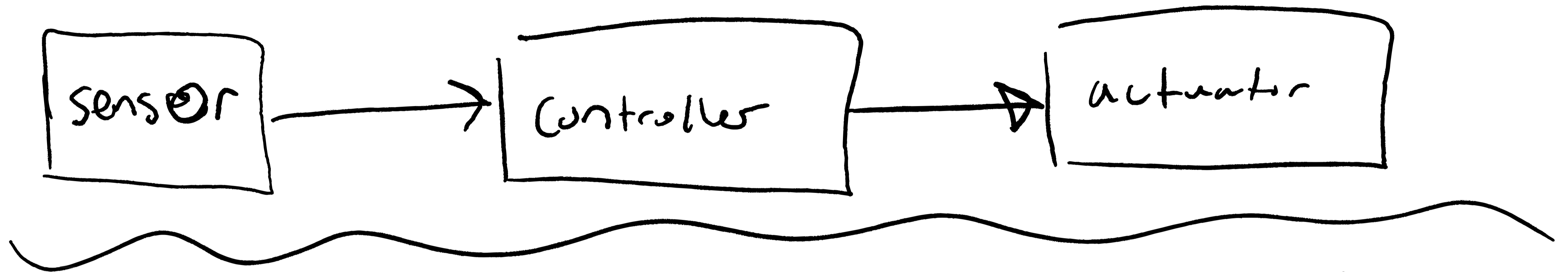
$$A \cdot (C + D)$$

$$(A \cdot C) + (A \cdot D)$$

$$A \cdot (C \cdot D) = (A \cdot C) \cdot D$$

What is an actuator?

Actuators are the devices used to produce ~~this~~ motion or action.



- electric motor
→ tons

- solenoid

- Hydraulics

- Piezo-actuators

- smart materials

 - shape memory alloys

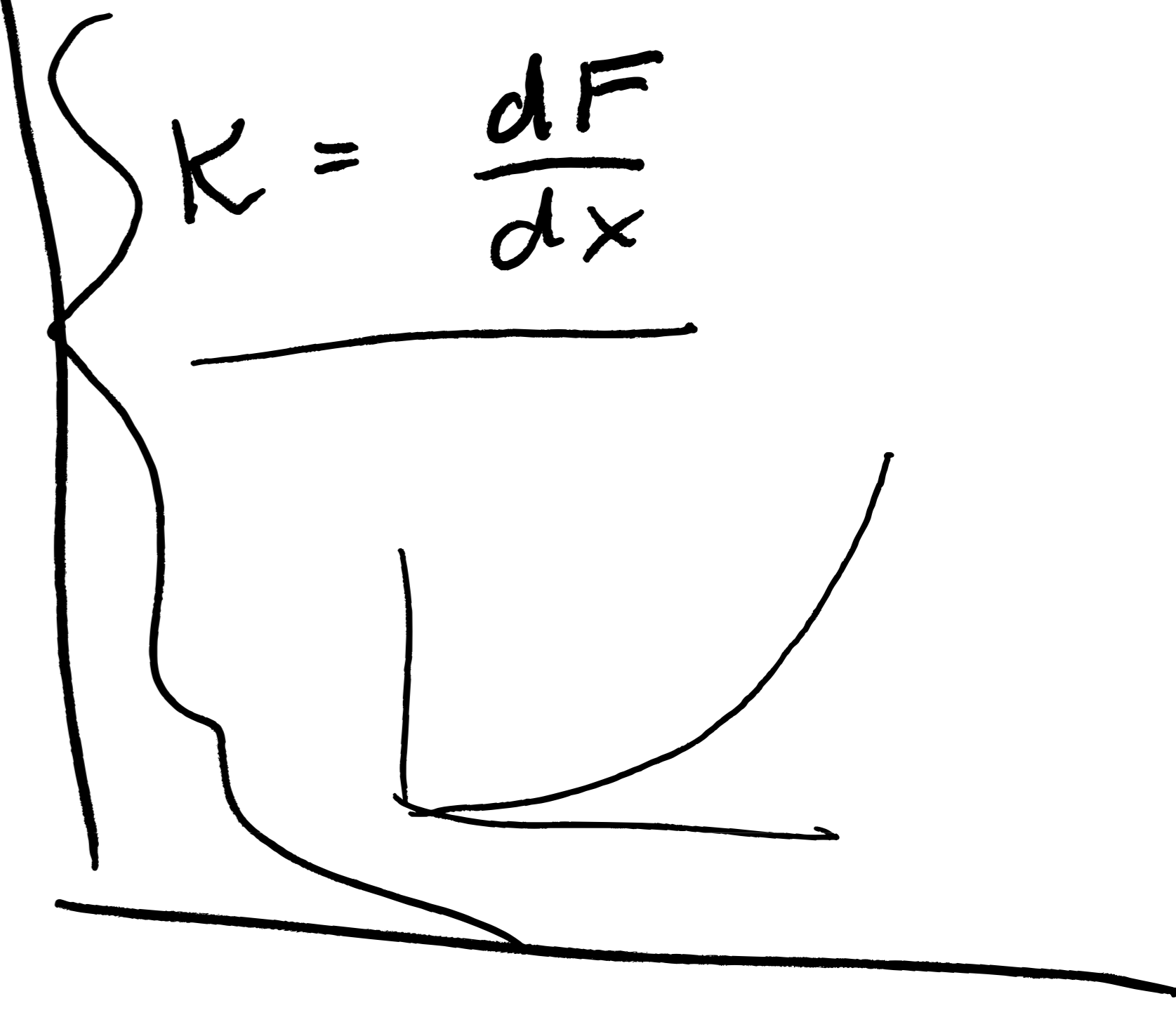
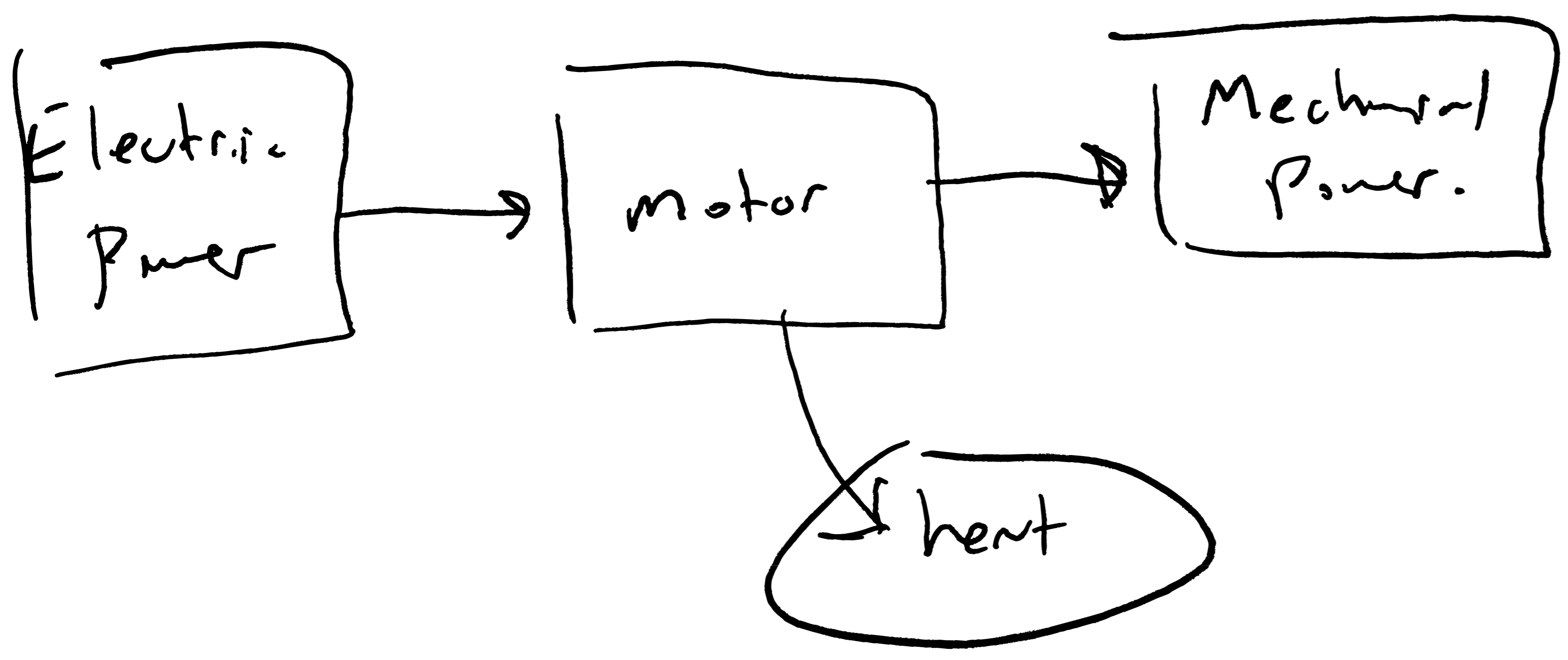
- pneumatic

 - piston

 - soft actuators

Fundamental Principle of Electric (Motors) Actuators

Hooke's law?



$$P_{in} = P_{out}$$

$$V \cdot I = \tau \cdot \omega \quad (\text{ideal})$$

$$\tau \cdot \omega = \eta \cdot V \cdot I$$

efficiency

Brushless
DC
Motor

$$\eta = 70 - 90\%$$

AC vs DC Motor

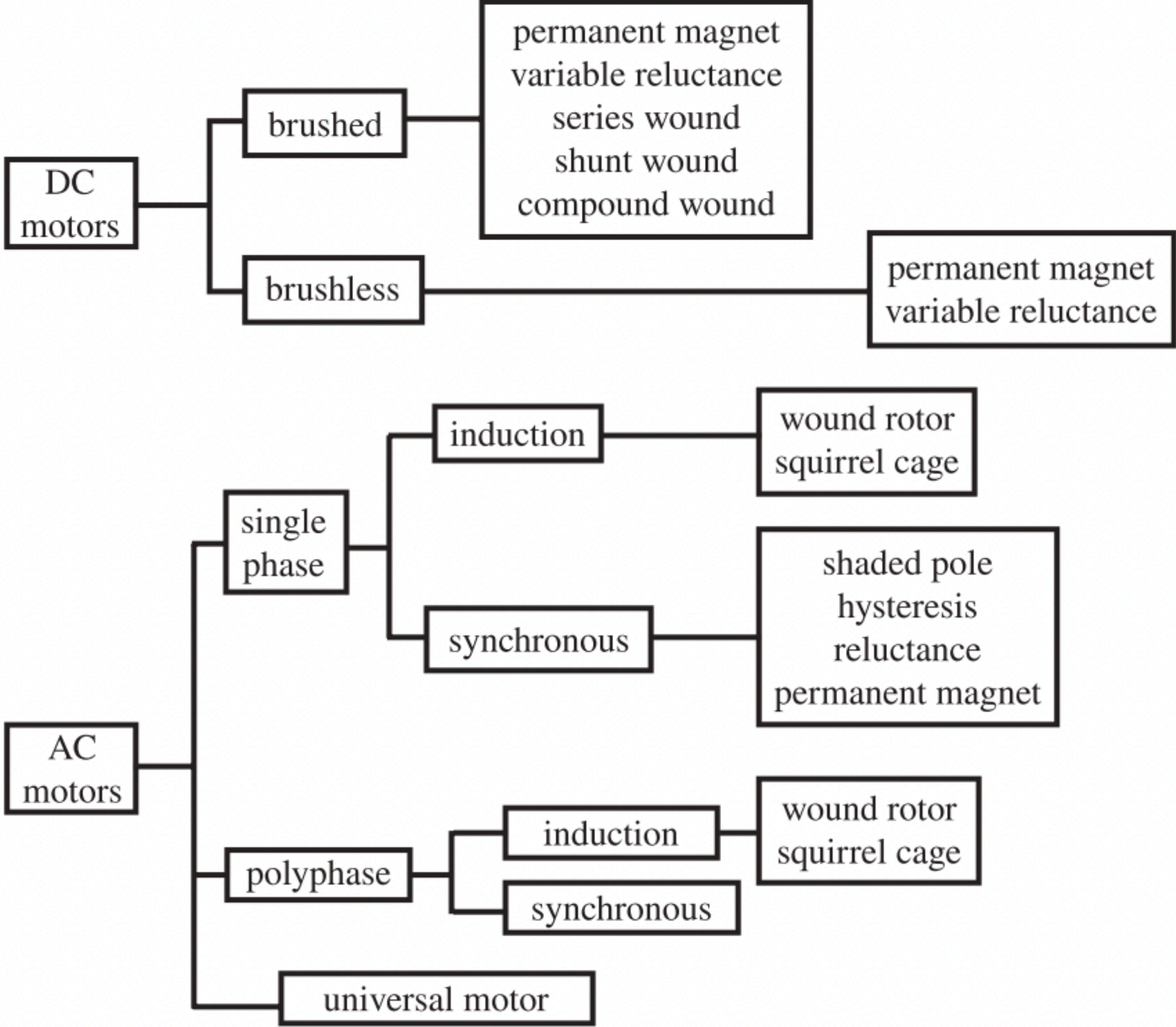
AC

- Pros:
- simple design.
 - high power
 - long life
 - fixed speed
- Cons:
- poor speed performance
 - poor position control

DC

- Pros:
- simple to control
 - inexpensive,
 - variable speed.
- Cons:
- short life span
 - high maintenance
 - low power.

AC vs DC Motor



Lorentz's Principle : Basis for electronic actuators
→ solenoids, motors.

Lorentz Force

relates force on a conductor
to the current through conductor
& the external magnetic field

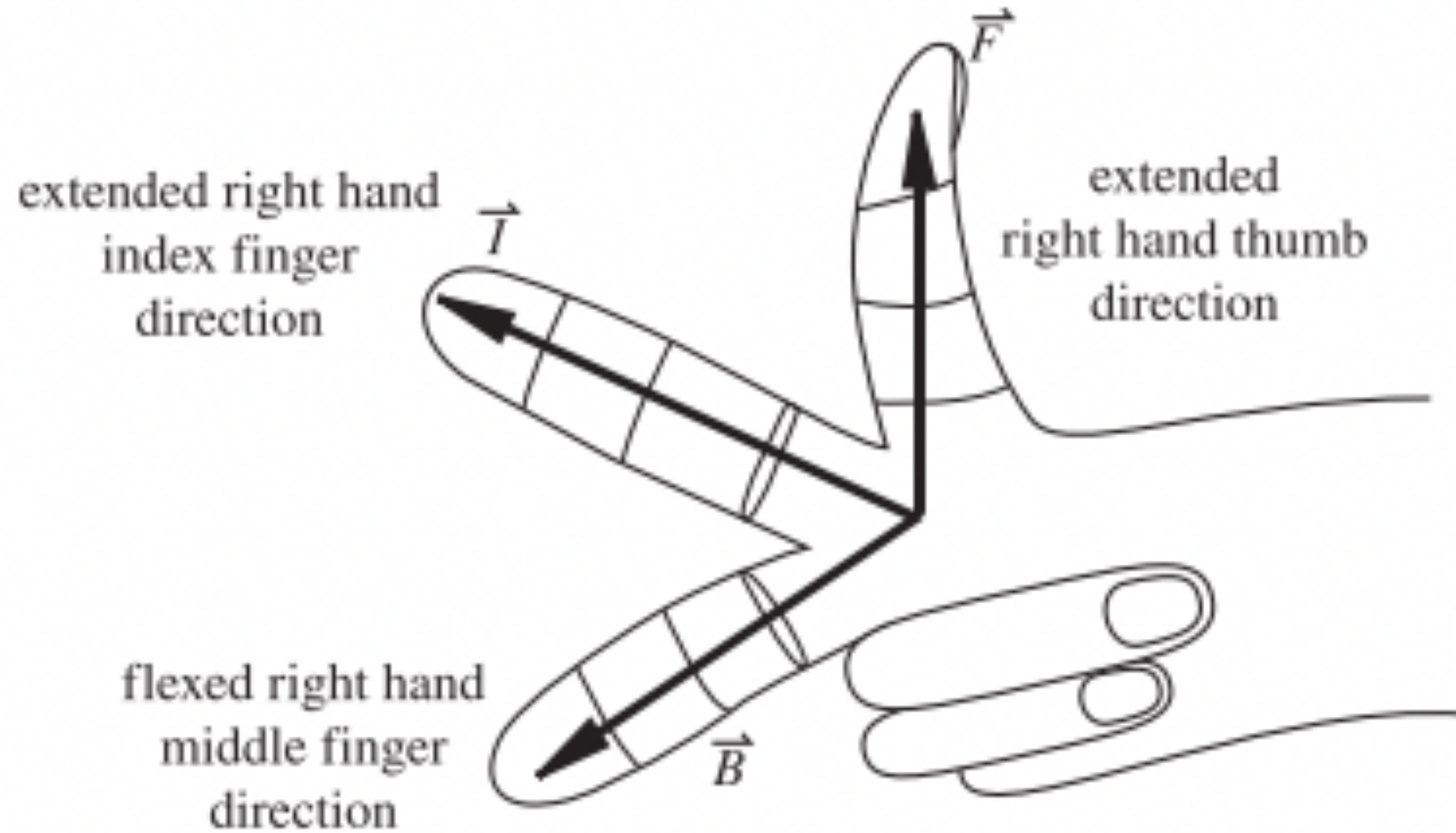
$$\vec{F} = \vec{I} \times \vec{B}$$

↑ force

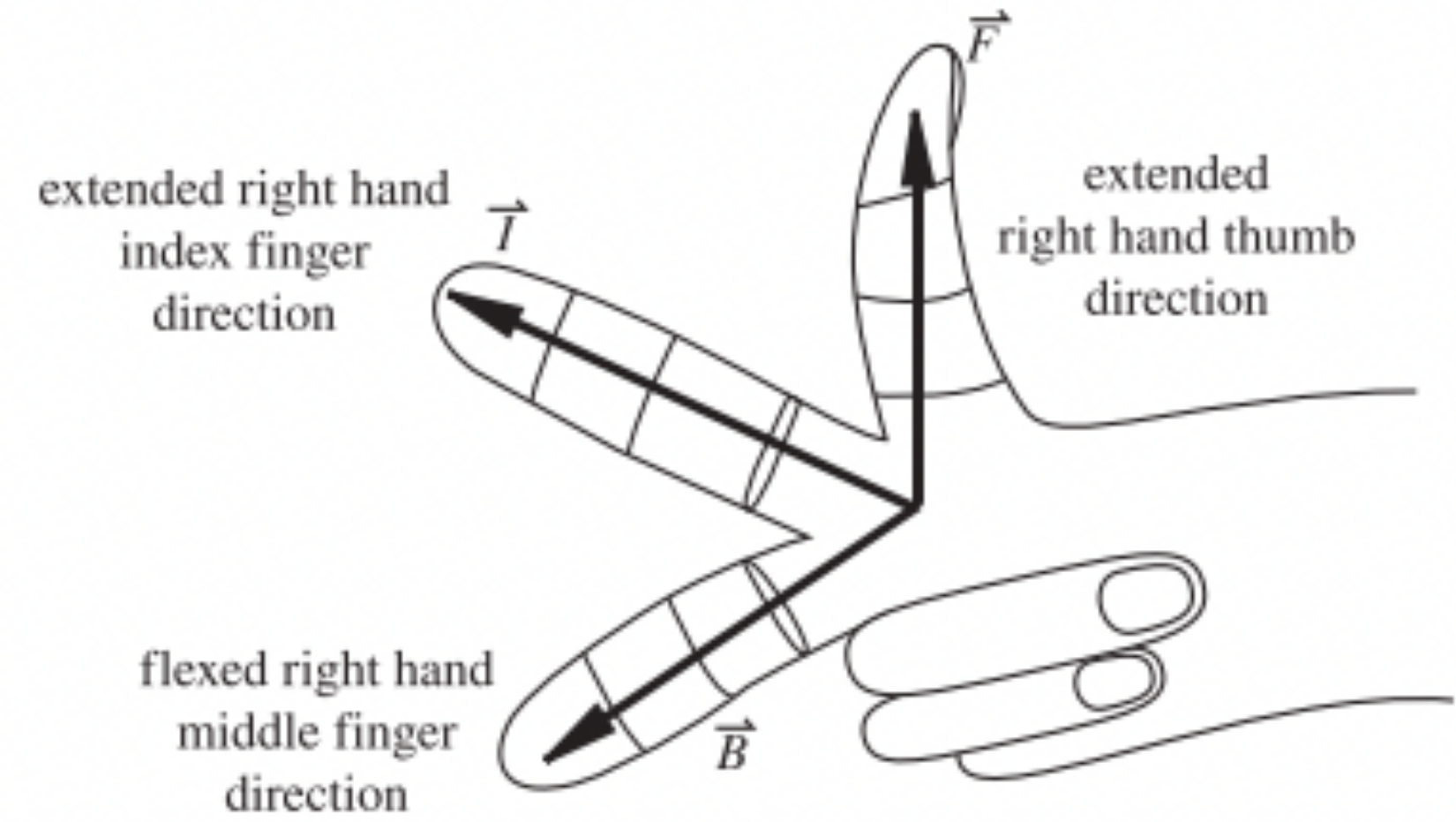
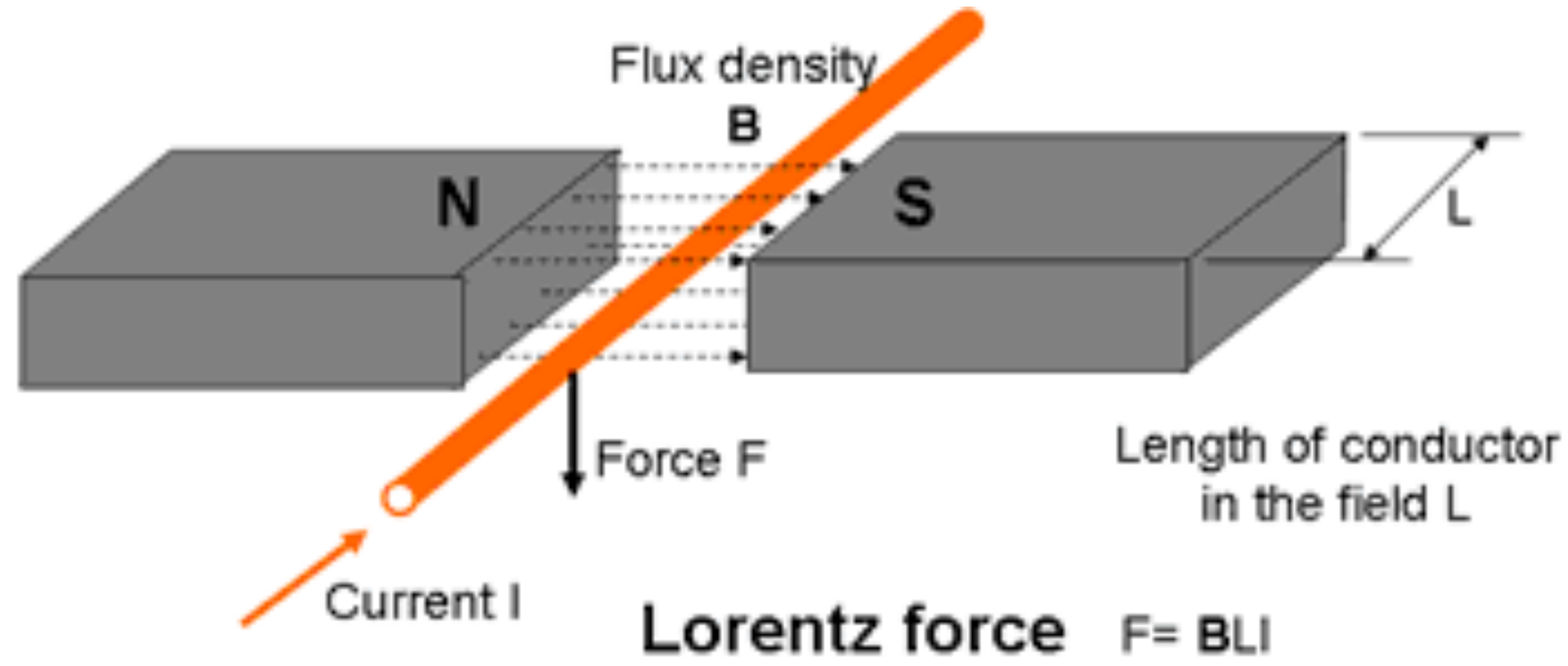
↑ current vector

↓ magnetic field vector

Right Hand Rule

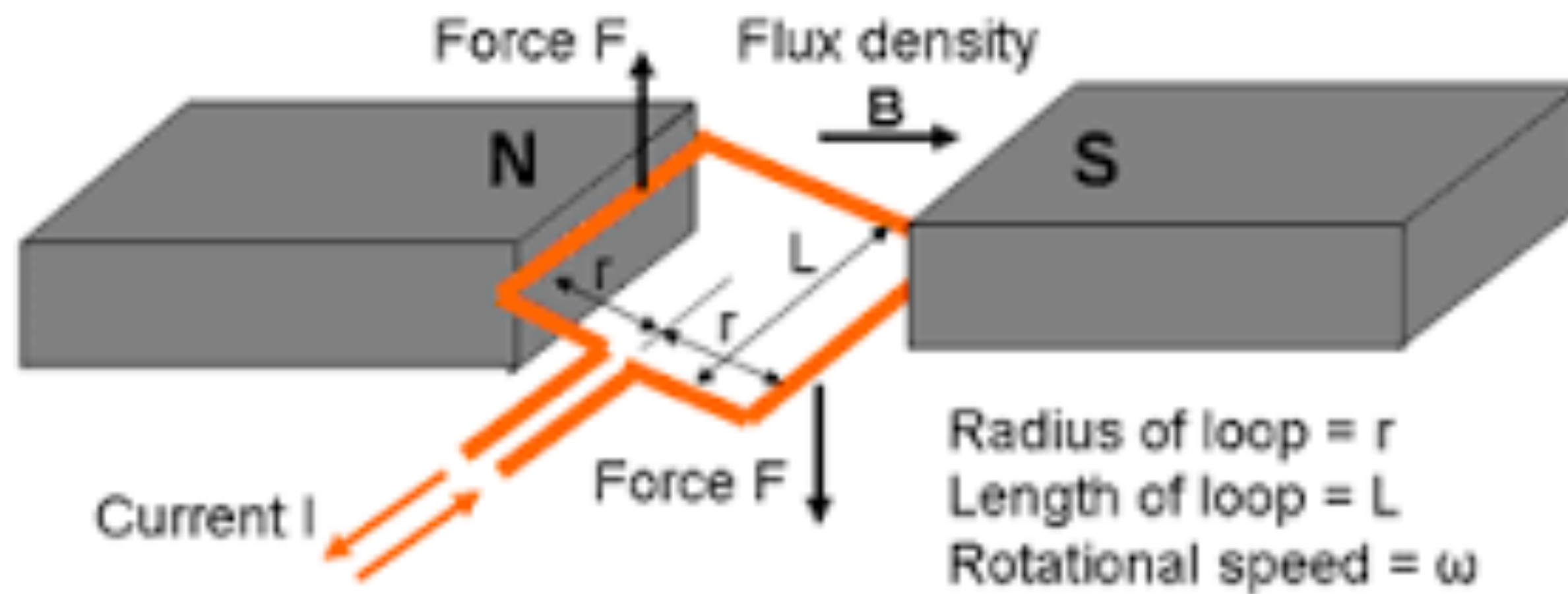


Right Hand Rule



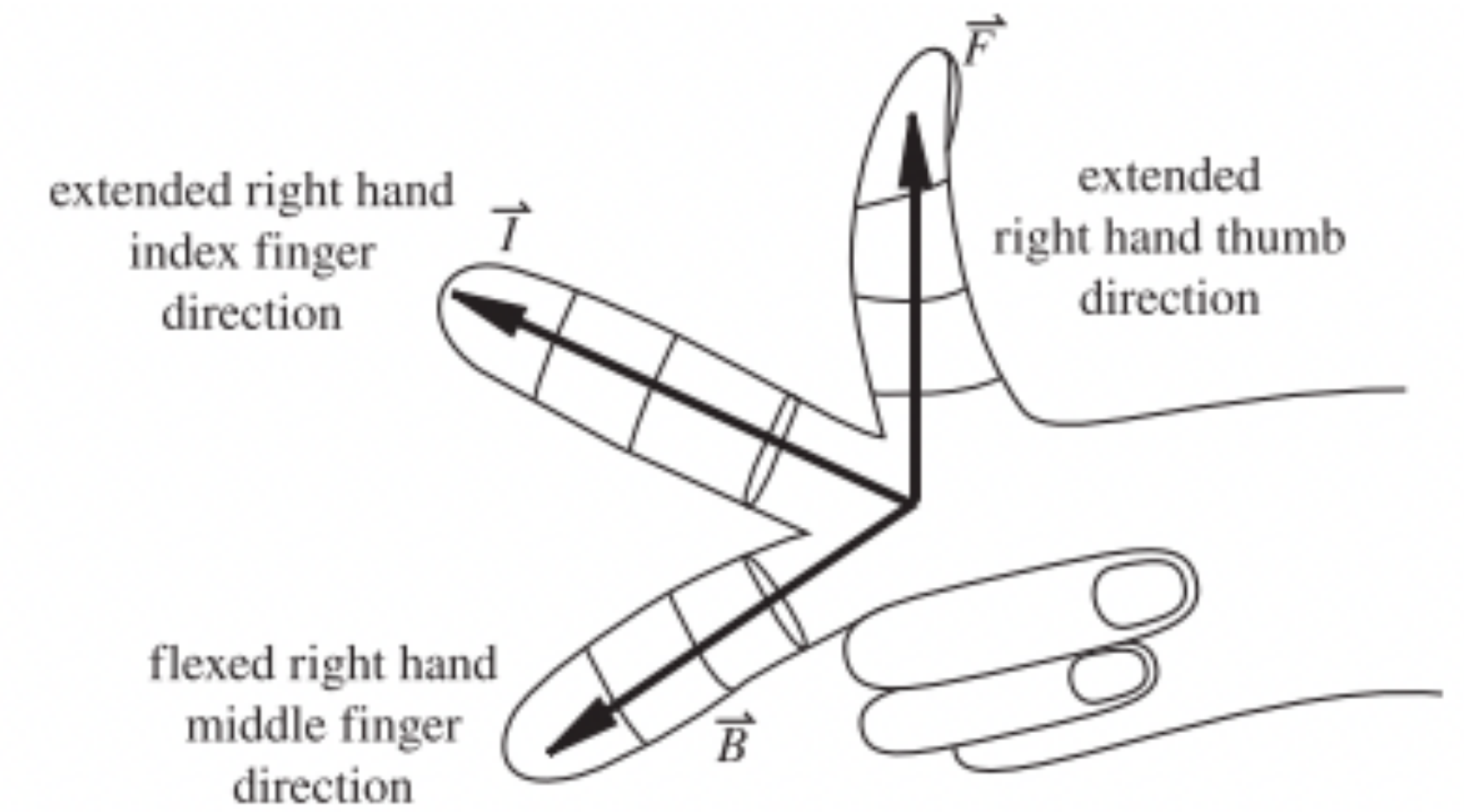
Right Hand Rule

Basic Electrical Machine



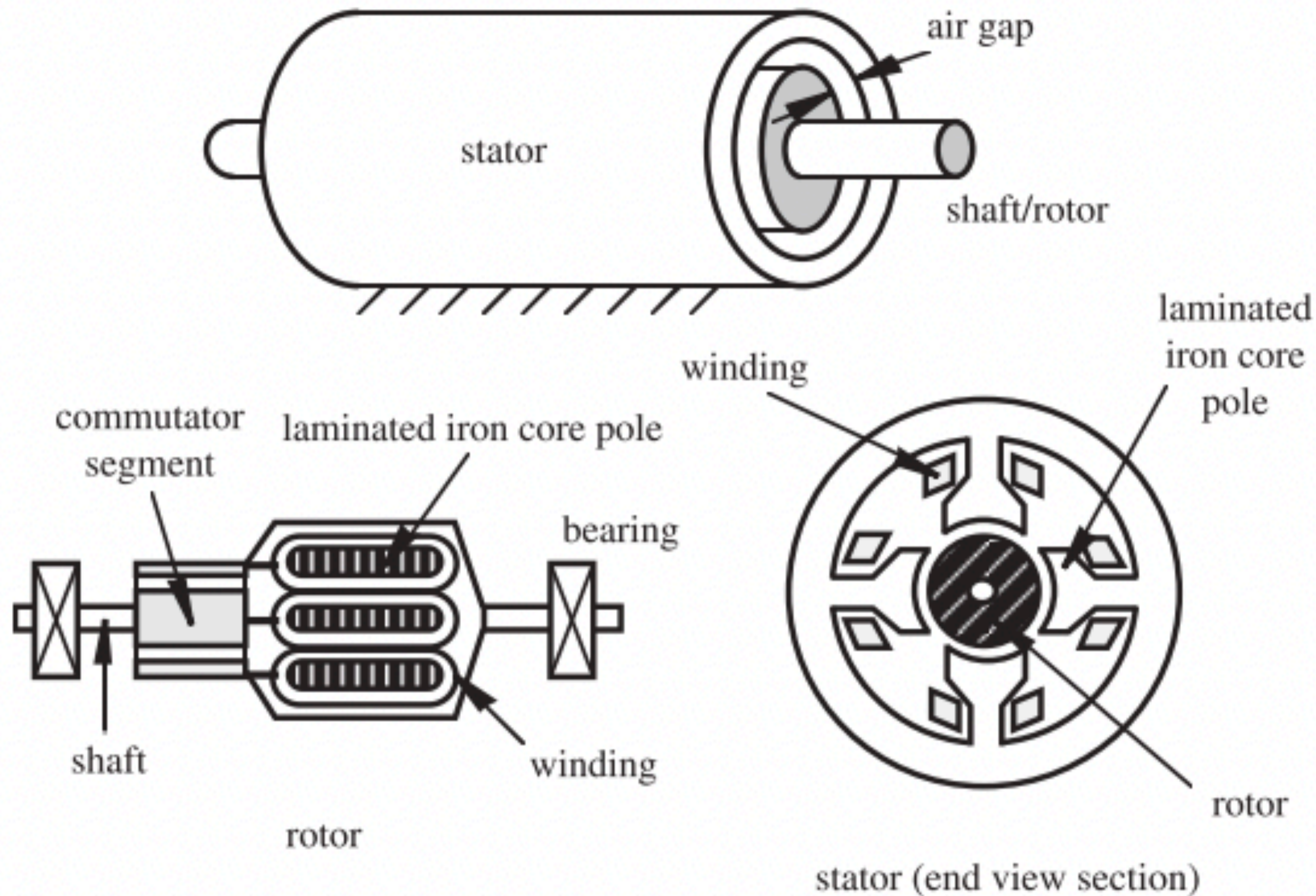
$$\text{Motor Torque} = 2Fr = 2 BLIr \quad (2 \text{ conductors})$$

$$\text{Generator EMF} = 2 BLr\omega$$



Videos

(Brushed) DC Motor Terminology



Stator - stationary

it houses poles: permanent magnets or coils - provides radial magnetic fields

Rotor - rotates!

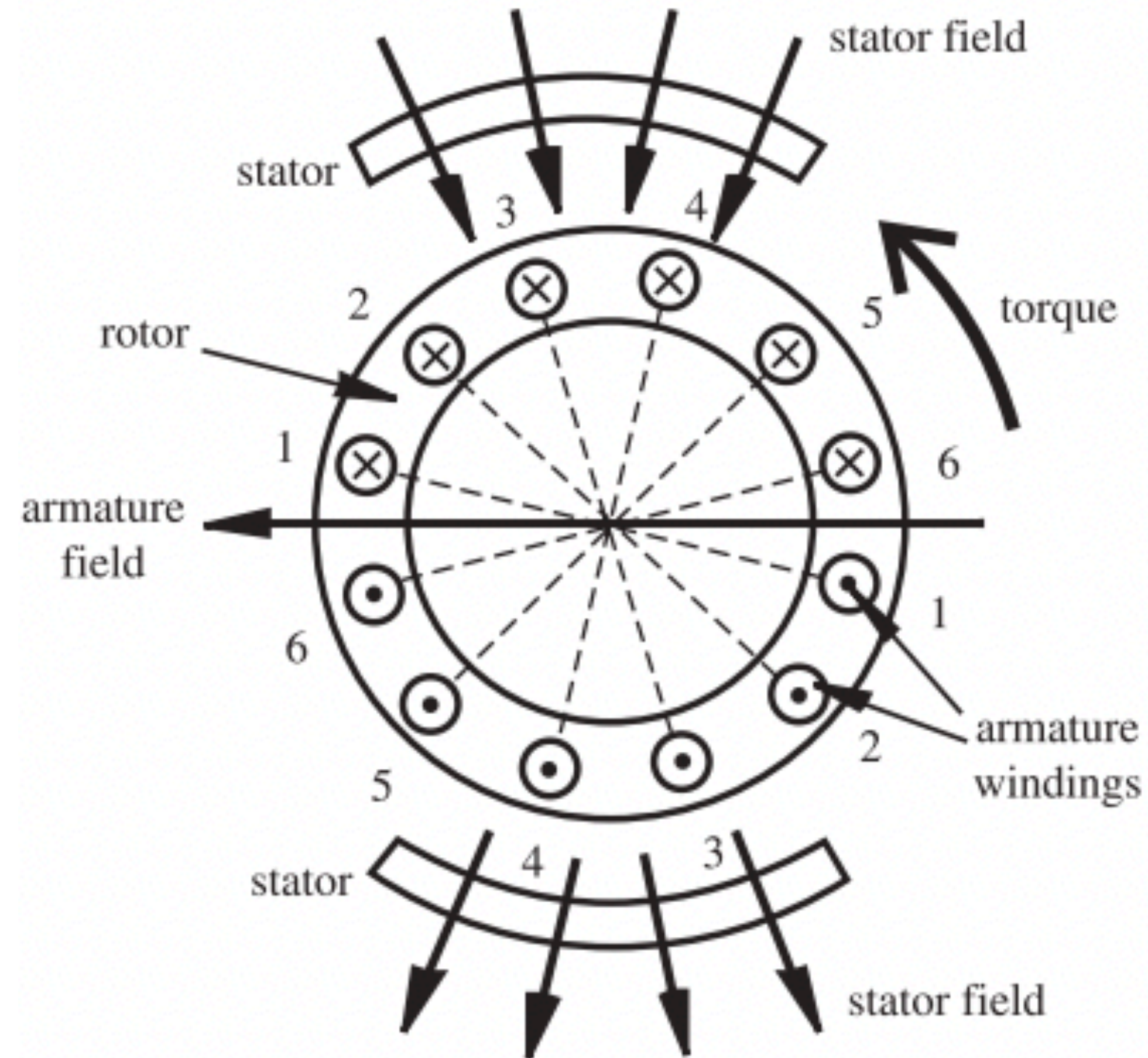
→ supported with shaft bearings

→ has conducting coils armature windings

brushes: provide stationary electrical contact to the moving commutator.

Commutator: delivers \dot{q}
controls the direction of current

DC Motors: Working Principle - stator field/armature currents

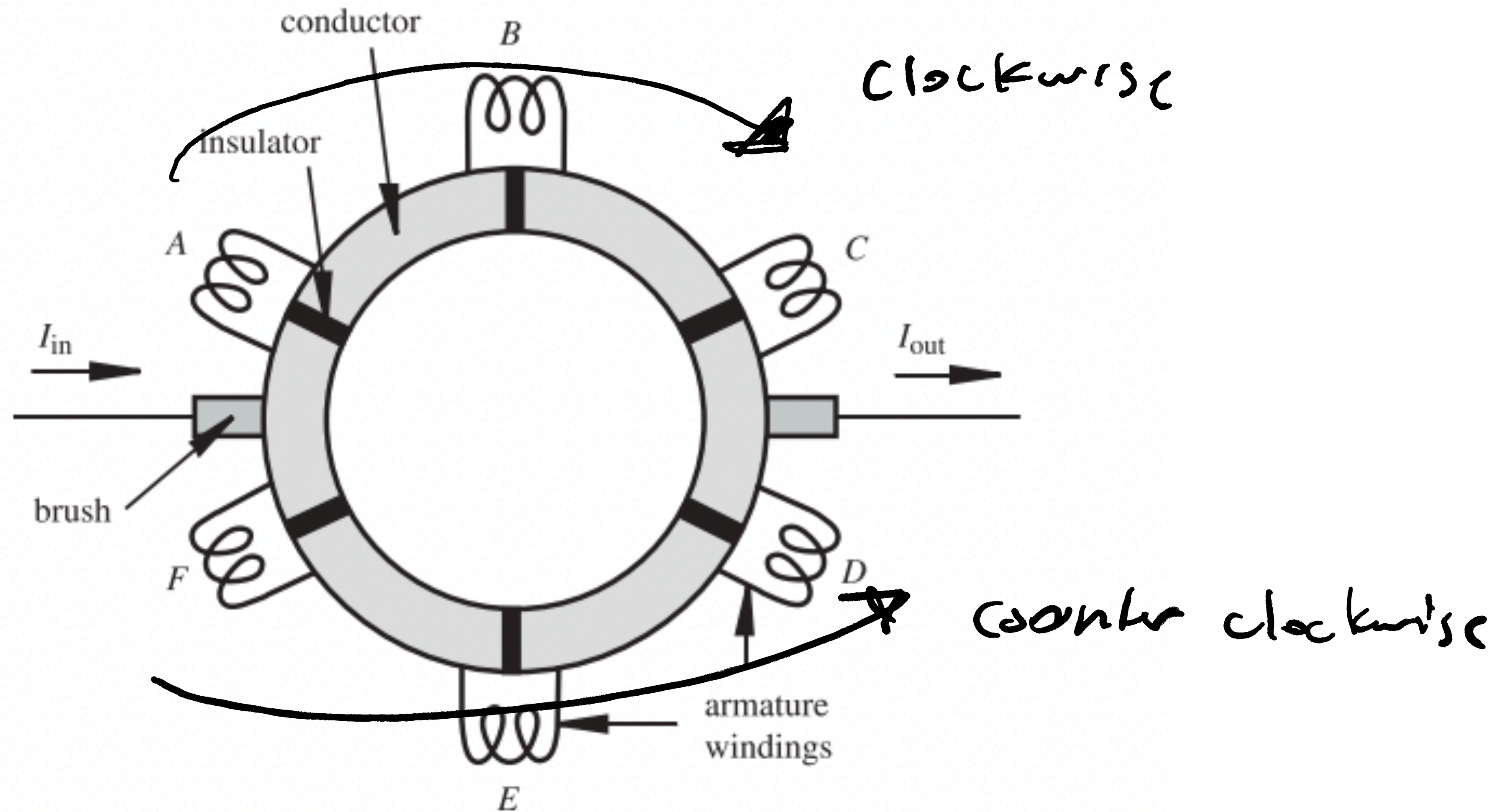


- ⊙ current out
- ⊗ current in

$$\vec{F} = \vec{I} \times \vec{B}$$

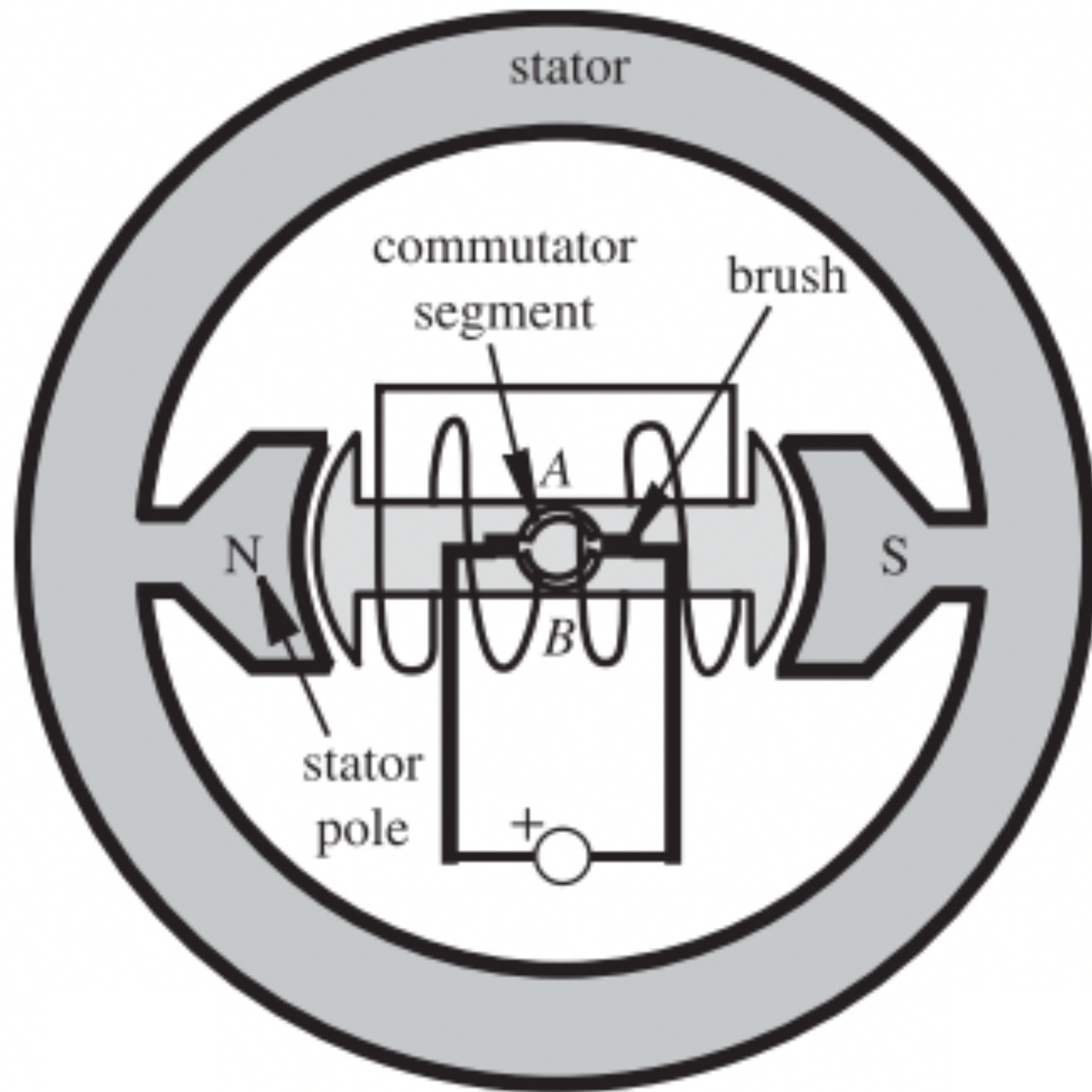
DC motor with six armature windings

DC Motors: Working Principle - stator field/armature currents



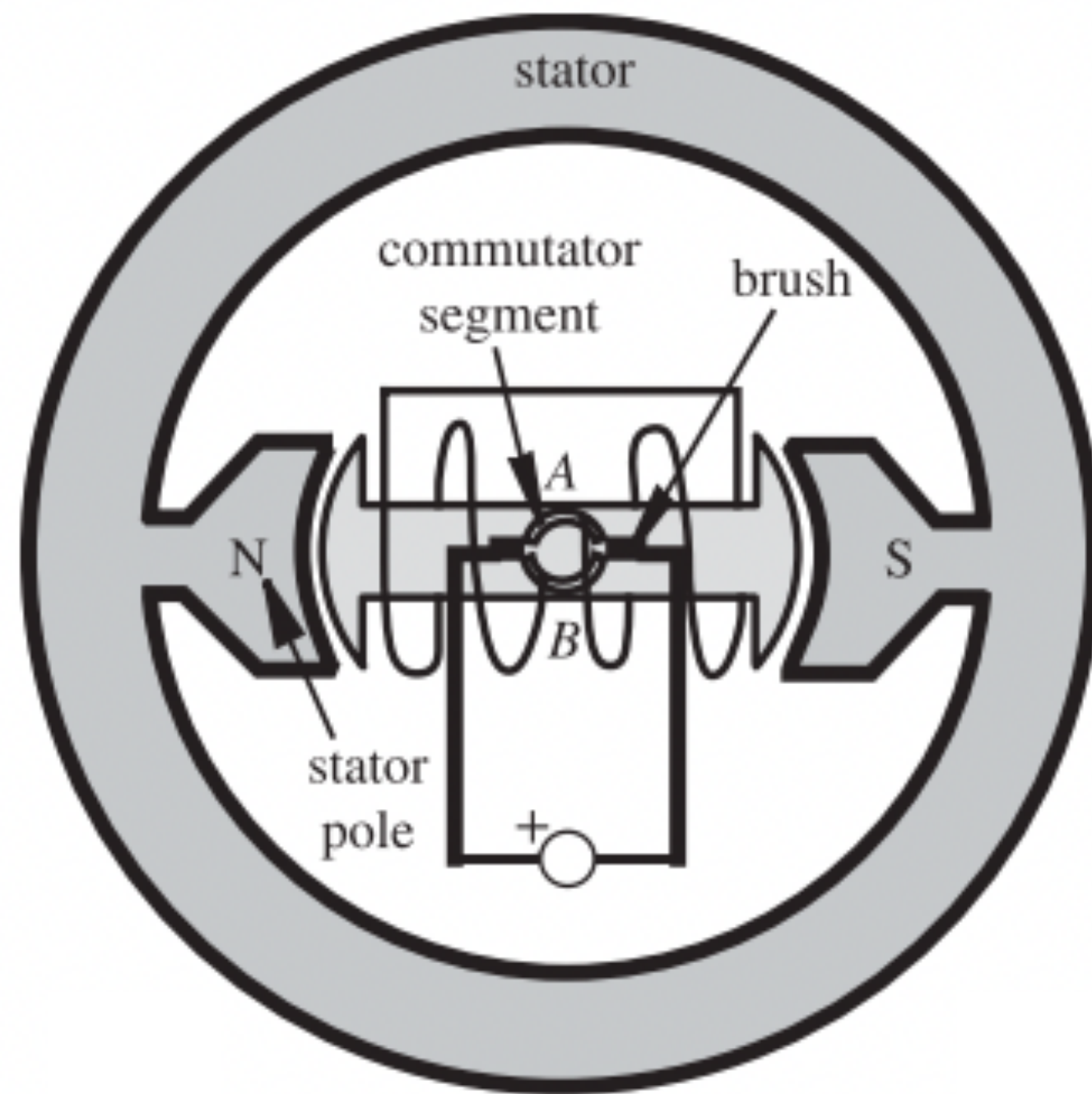
Electric motor six-winding commutators

DC Motors: Working Principle - stator/rotor magnetic fields

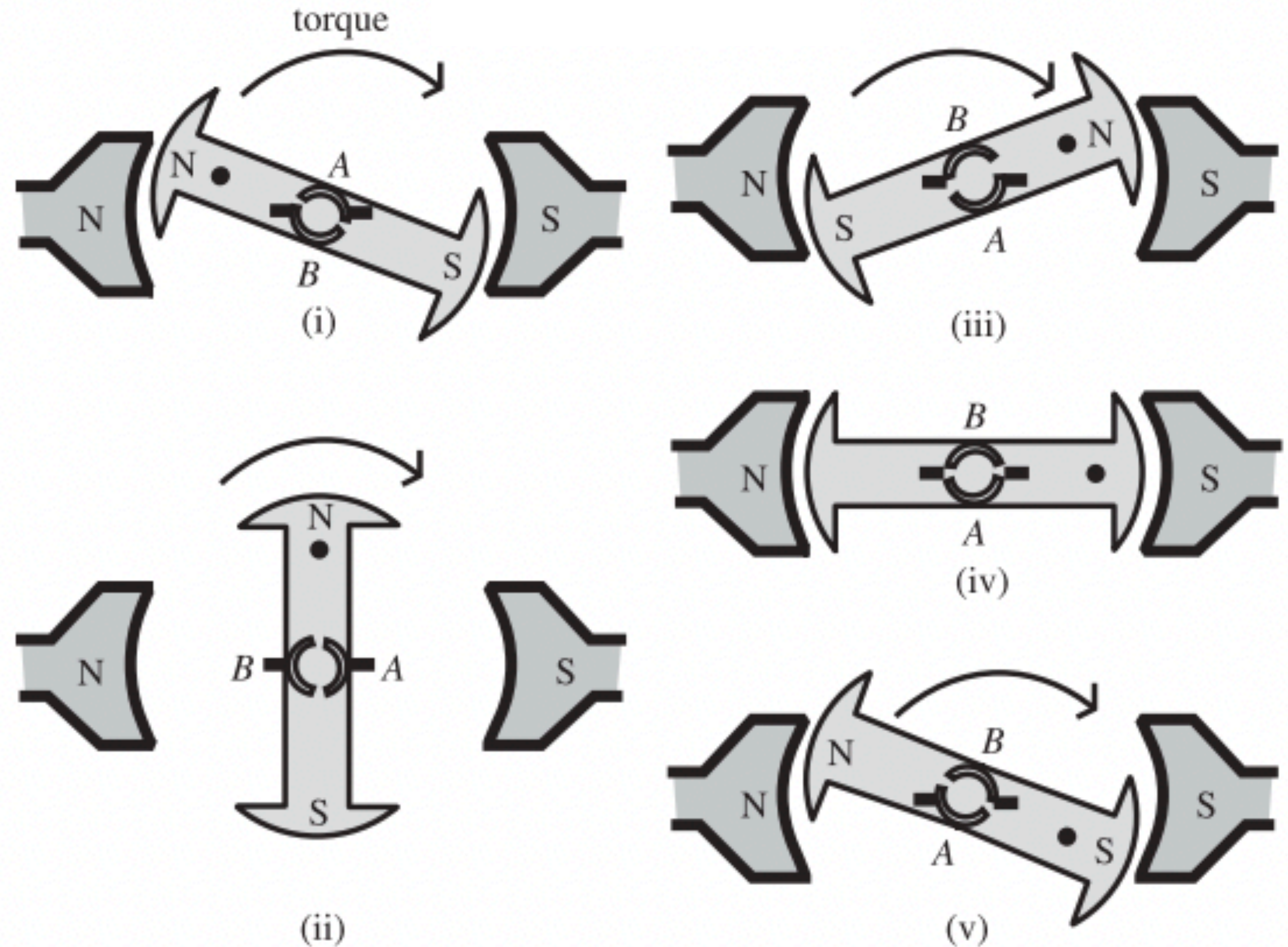


DC Motors: Working Principle - stator/rotor magnetic fields

The torque is produced by the fact that like field poles attract and unlike poles repel.

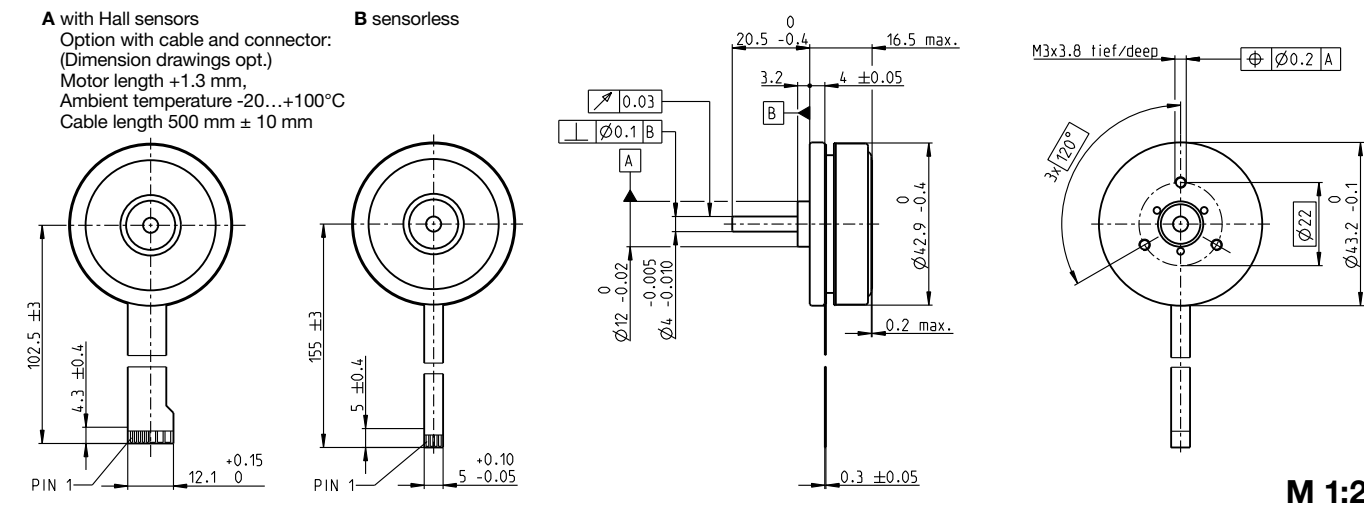


Two Pole
Brushed DC motor



DC Motors: You can have many poles!

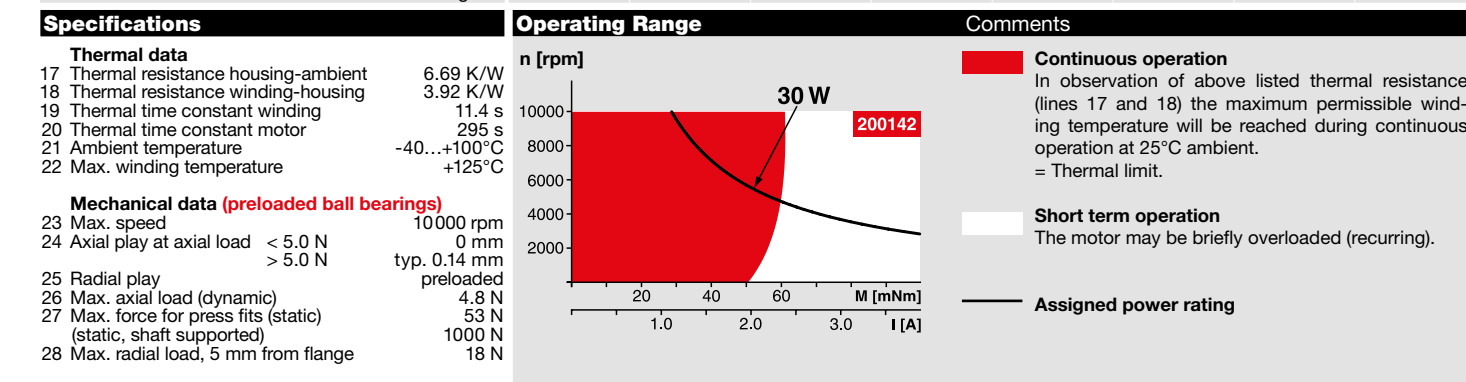
EC 45 flat Ø42.9 mm, brushless, 30 Watt



maxon flat motor

	Part Numbers				
A with Hall sensors	200142	339281	339282		
Option with Cable and Connector	387266	400527	400580		
B sensorless		200189	339283	339284	

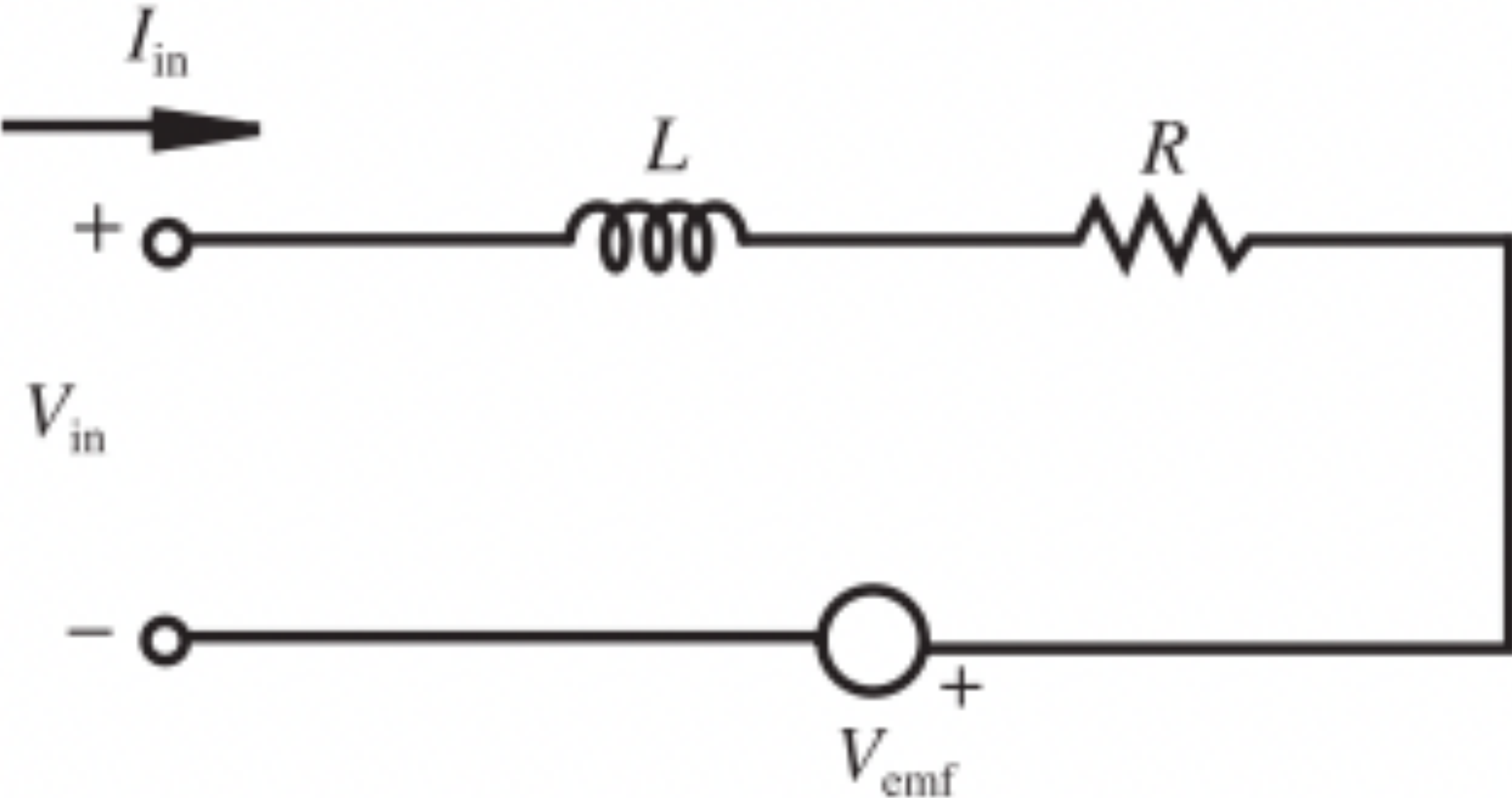
Motor Data							
Values at nominal voltage							
1 Nominal voltage	V	12	12	24	24	36	36
2 No load speed	rpm	4370	4350	4360	4380	4750	4760
3 No load current	mA	163	163	81.4	73	61.6	55.3
4 Nominal speed	rpm	2940	2800	2940	2900	3290	3270
5 Nominal torque (max. continuous torque)	mNm	55	54.7	54.8	55.2	66	66.6
6 Nominal current (max. continuous current)	A	2.02	2.02	1.01	1.01	0.847	0.849
7 Stall torque ¹	mNm	255	219	253	243	380	369
8 Stall current	A	10	8.58	4.97	4.77	5.38	5.22
9 Max. efficiency	%	76	75	76	77	80	81
Characteristics							
10 Terminal resistance phase to phase	Ω	1.2	1.4	4.83	5.03	6.69	6.89
11 Terminal inductance phase to phase	mH	0.56	0.56	2.24	2.24	4.29	4.29
12 Torque constant	mNm/A	25.5	25.5	51	51	70.6	70.6
13 Speed constant	rpm/V	374	374	187	187	135	135
14 Speed/torque gradient	rpm/mNm	17.6	20.5	17.7	18.5	12.8	13.2
15 Mechanical time constant	ms	17.1	19.9	17.2	17.9	12.4	12.8
16 Rotor inertia	gcm ²	92.5	92.5	92.5	92.5	92.5	92.5



Other specifications		maxon Modular System		Overview on page 28-36	
29 Number of pole pairs	8	Planetary Gearhead		for motor type A:	
30 Number of phases	3	Ø42 mm		Encoder MILE	
31 Weight of motor	75 g	3 - 15 Nm		256 - 2048 CPT,	
Values listed in the table are nominal.		Spur Gearhead		2 channels	
Connection with Hall sensors sensorless		Notes		Page 402	
Pin 1	V _{bat} 4.5...18 VDC Motor winding 1	Recommended Electronics:		Notes Page 32	
Pin 2	Hall sensor 3* Motor winding 2	ESCON Module 24/2		444	
Pin 3	Hall sensor 1* Motor winding 3	ESCON 36/3 EC		445	
Pin 4	Hall sensor 2* neutral point	ESCON Mod./Comp. 24/1.5		445	
Pin 5	GND	ESCON Module 50/5		445	
Pin 6	Motor winding 3	ESCON 50/5		447	
Pin 7	Motor winding 2	DEC Module 24/2		449	
Pin 8	Motor winding 1	DEC Module 50/5		449	
*Internal pull-up (7...13 kΩ) on V _{bat}		EPOS4 Mod./Comp. 24/1.5		452	
Wiring diagram for Hall sensors see p. 43		EPOS4 50/5		453	
see p. 471		EPOS4 Mod./Comp. 50/5		453	
Adapter Part number Part number		MAXPOS P 24/5		464	
Tyco	1-84953-1 84953-4	MAXPOS 50/5		468	
Molex	52207-1133 52207-0433				
Molex	52089-1119 52089-0419				
Pin for design with Hall sensors:					
FPC, 11-pol, Pitch 1.0 mm, top contact style					
¹ Calculation does not include saturation effect (p. 53/164)					

Motor Equivalent Circuit

Back EMF Voltage



Motor Mechanical Model (permanent magnet DC motor)

Steady state response

Steady state response

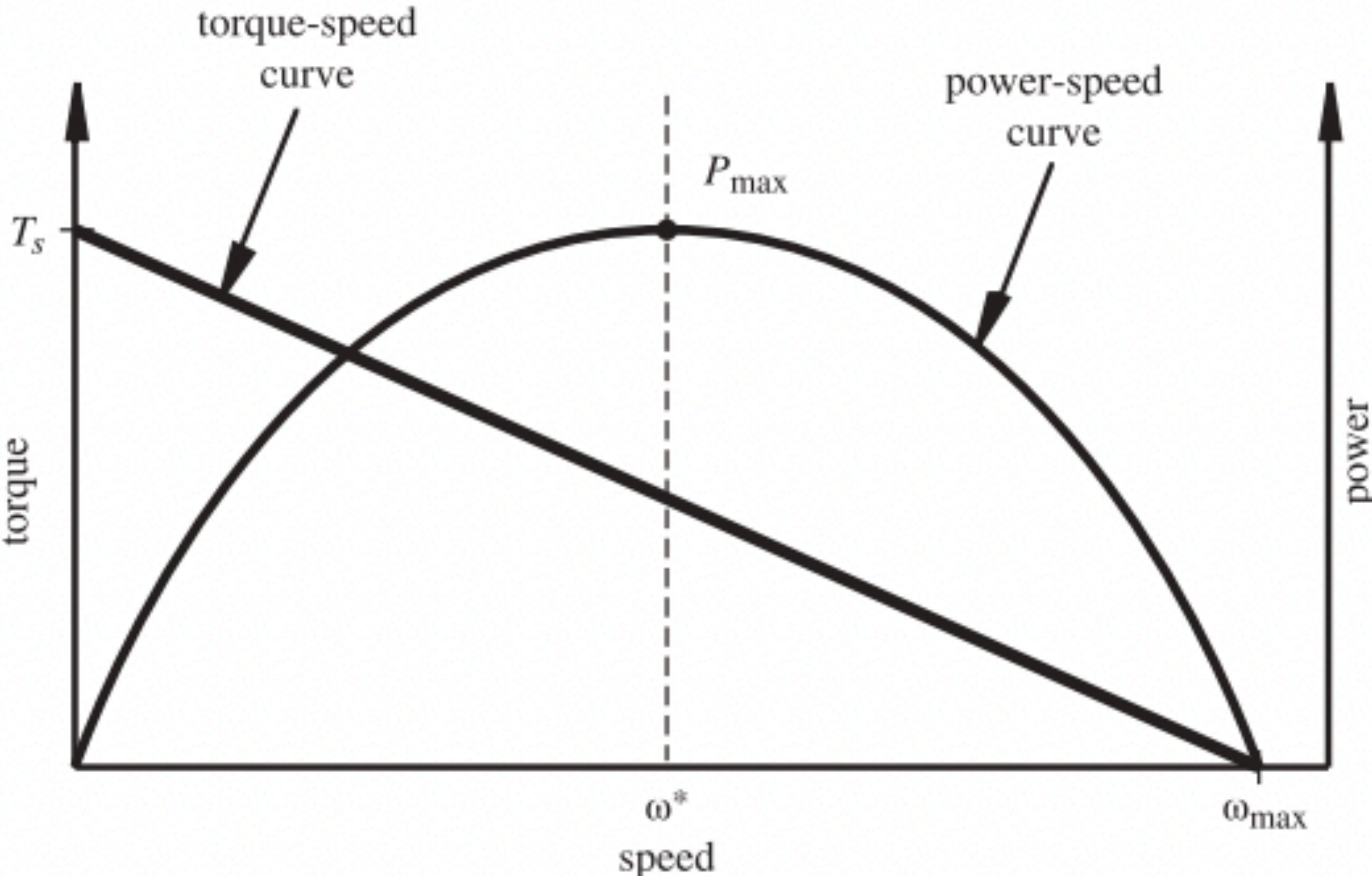
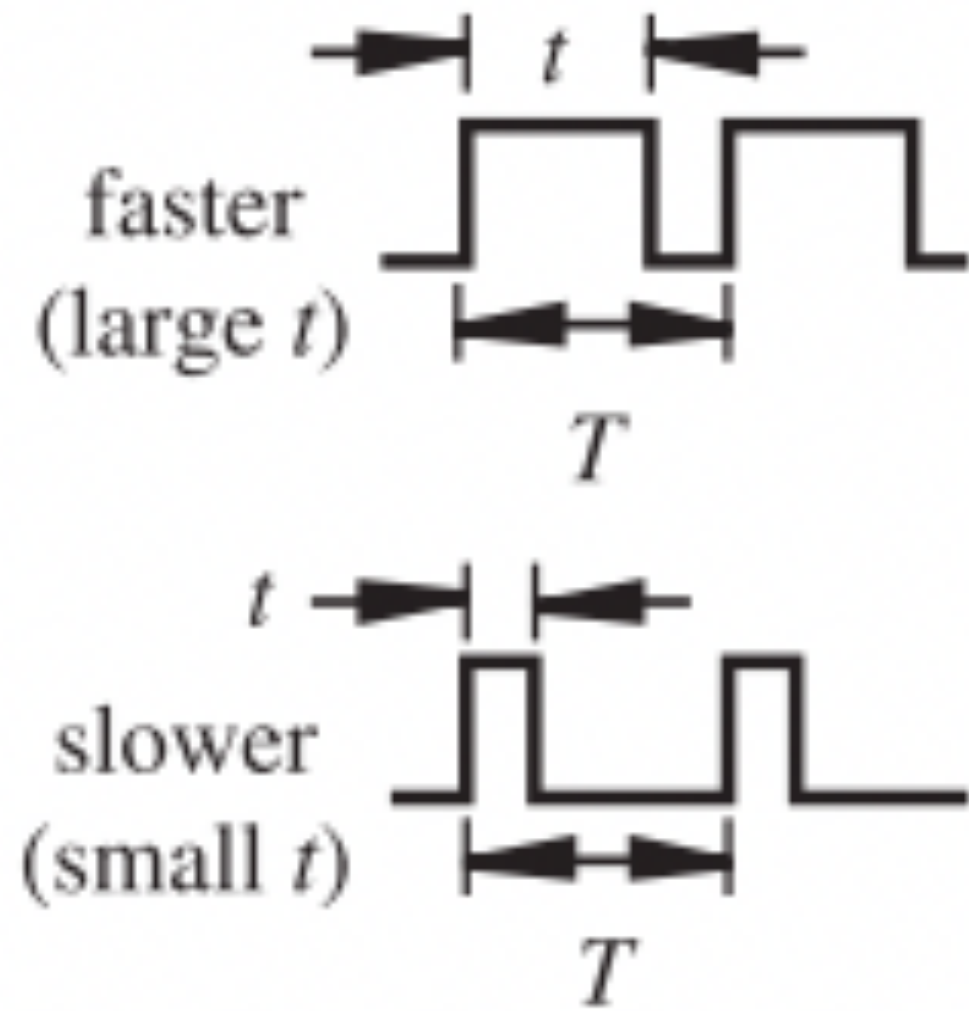


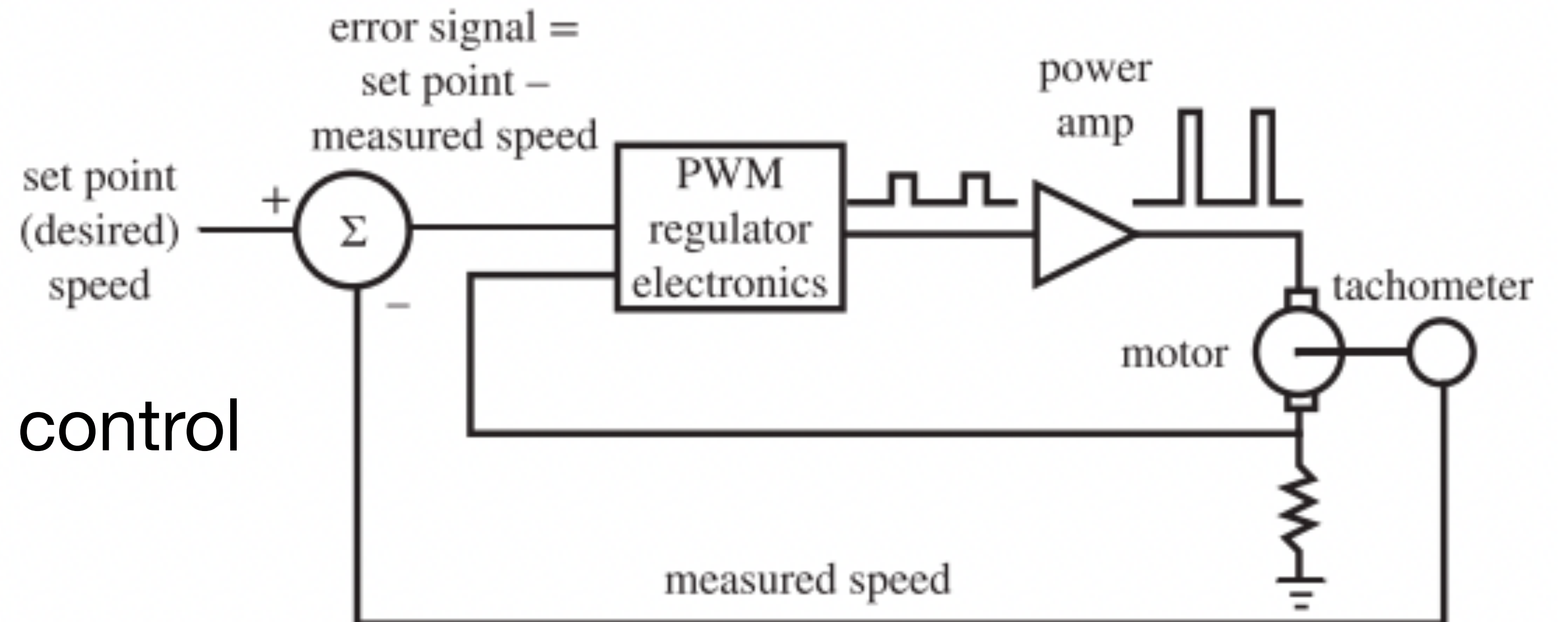
Figure 10.17 Permanent magnet DC motor characteristics.

Basic Control

PWM: Pulse Width Modulation



“Closed Loop” speed control



“Open Loop” control

PWM

