

# CS1011: 數位電子導論

## Actuators

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# Outline

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- ▣ Introduction
- ▣ Heat Actuators
- ▣ Light Actuators
- ▣ Force, Displacement and Motion Actuators
- ▣ Sound Actuators
- ▣ Actuator Interfacing

# Introduction

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- In order to be useful, an electrical or electronic system must be able to affect its external environment. This is done through the use of one or more **actuators**
- As with sensors, actuators are a form of transducer which convert one physical quantity into another
- Here we are interested in actuators that take electrical signals from our system and vary some external physical quantity

# Heat Actuators

- Most heat actuators are simple **resistive heaters**
- For applications requiring a few watts, ordinary **resistors** of an appropriate power rating can be used
- For higher power applications, there are a range of **heating cables** and **heating elements** available



Floor heating cables



Heating elements

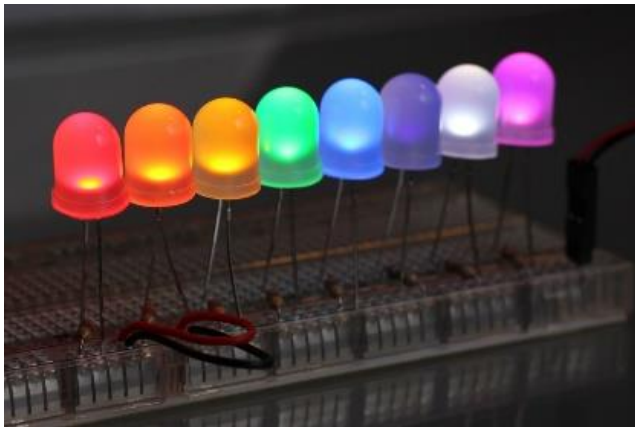
# Light Actuators (1/4)

- For general illumination, it is normal to use conventional **incandescent light bulbs** (白熾燈) or **fluorescent lamps** (螢光燈)
  - ◆ Power ratings range from a fraction of a watt to perhaps hundreds of watts
  - ◆ Easy to use but relatively slow in operation
  - ◆ Unsuitable for signalling and communication applications

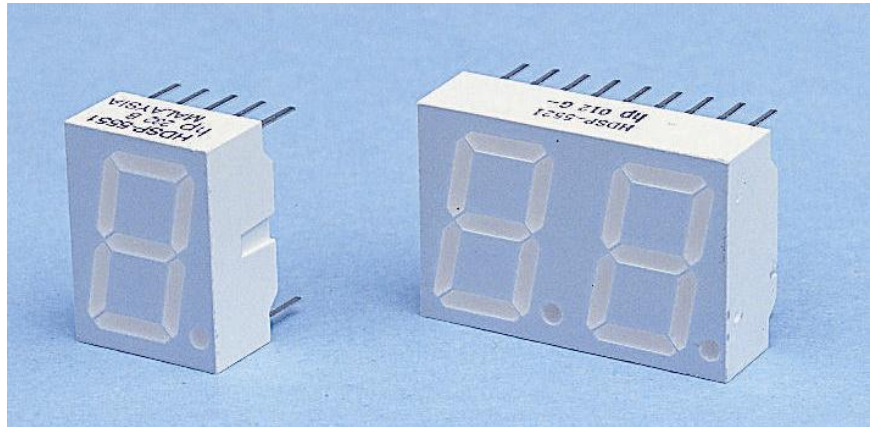
# Light Actuators (2/4)

## ■ Light-emitting diodes (LEDs)

- ◆ Produce light when electricity is passed through them
- ◆ A range of semiconductor materials can be used to produce light of different colors
- ◆ Can be used individually or in multiple-segment devices such as the seven-segment display



**Light-emitting diodes**



**LED seven-segment displays**

# Light Actuators (3/4)

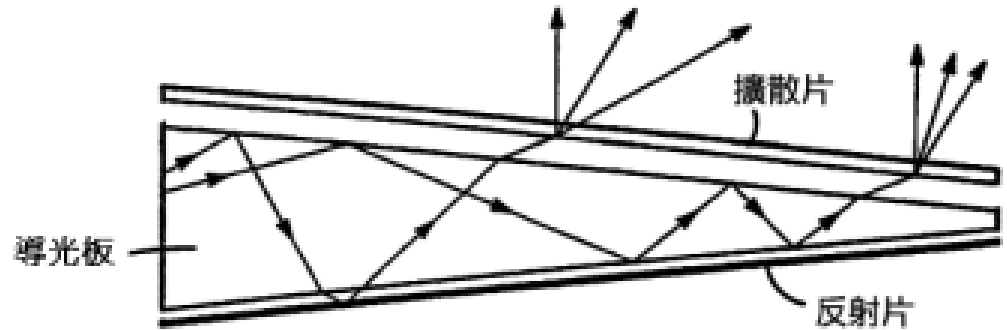
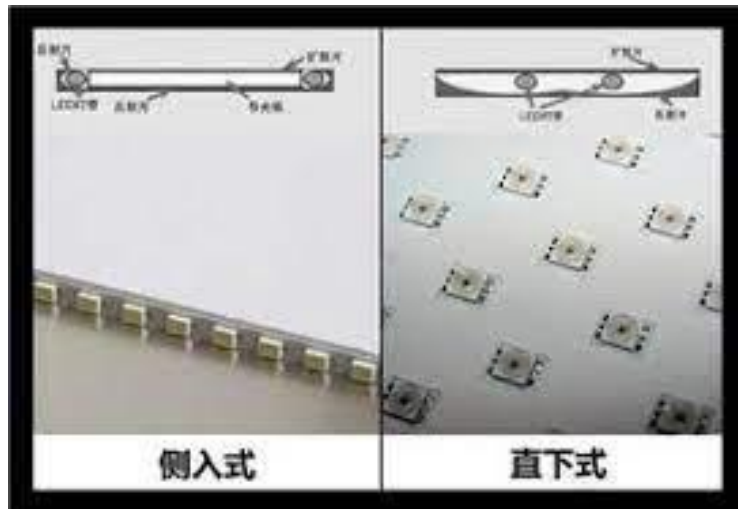
## ■ LED light bulbs

- ◆ In addition to their use in electronic applications, LEDs are increasingly being used in domestic and industrial lighting
- ◆ They are considerably more efficient than incandescent (白熾燈) and fluorescent (螢光燈) lights and have a much greater life



**An LED light bulb**

# Accessories for LED Lighting

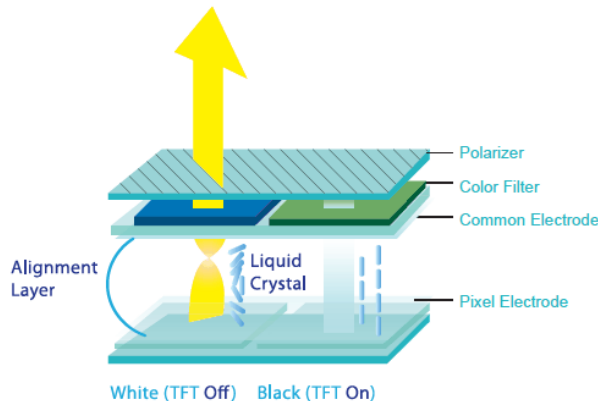




# Light Actuators (4/4)

## ■ Liquid crystal displays

- ◆ Consist of 2 sheets of polarised glass with a thin layer of oily liquid sandwiched between them
- ◆ An electric field rotates the polarization of the liquid making it opaque
- ◆ Can be formed into multi-element displays (such as 7-segment displays)
- ◆ Can also be formed into a matrix display to display any image or character



**Thin-film-transistor LCD**



**A custom LCD display**

How LCD works: <https://www.youtube.com/watch?v=0B79dGR19Tg>

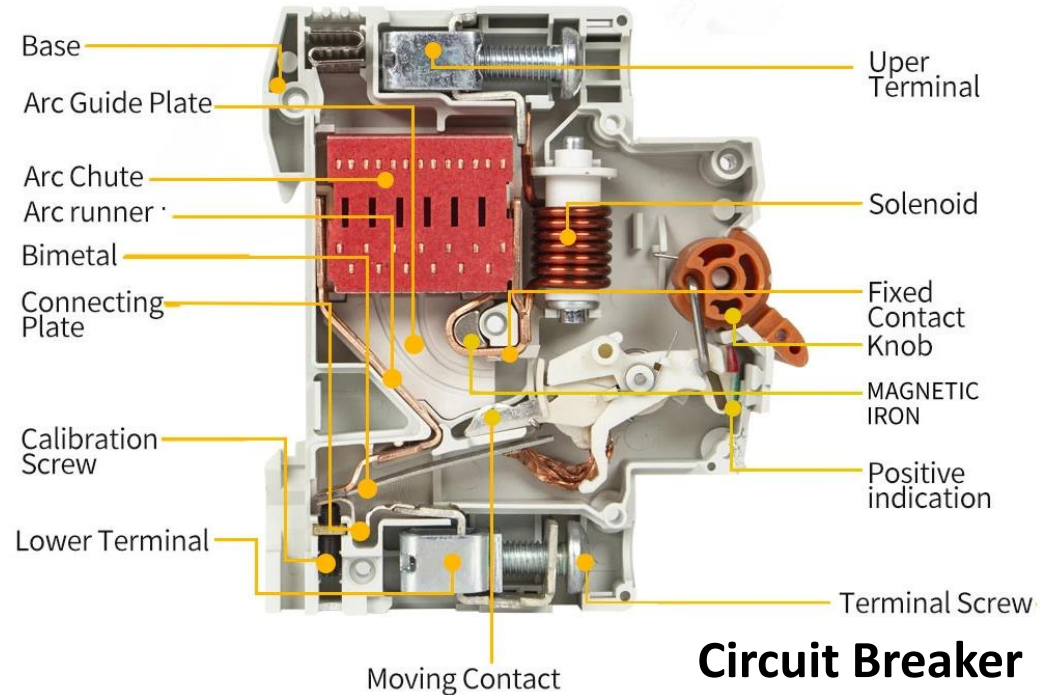
# Force, Displacement & Motion Actuators

## ▣ Solenoids (螺線管)

- ◆ Basically a coil and a ferromagnetic 'slug'
- ◆ When energized, the slug is attracted into the coil
- ◆ Force is proportional to current, often used in an ON/OFF mode
- ◆ Can produce a force, a displacement or motion
- ◆ Can be linear or angular



**Small linear solenoids**



**Circuit Breaker**

# Force, Displacement & Motion Actuators

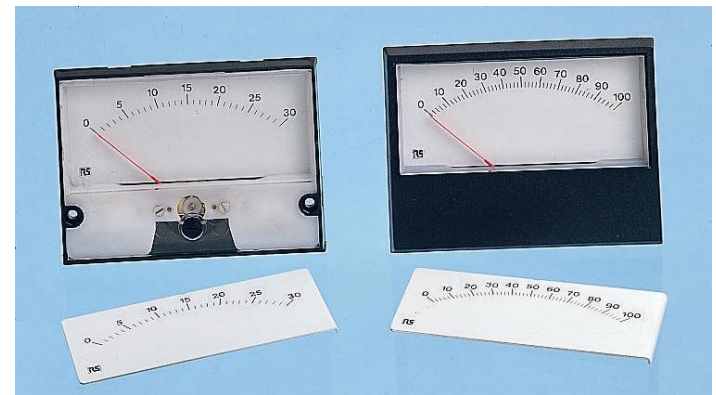
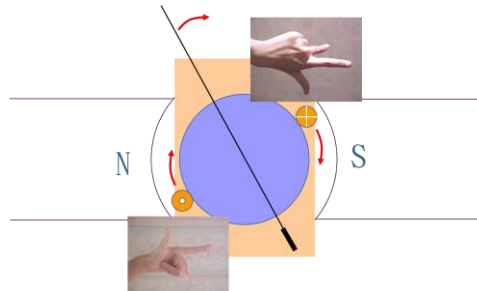
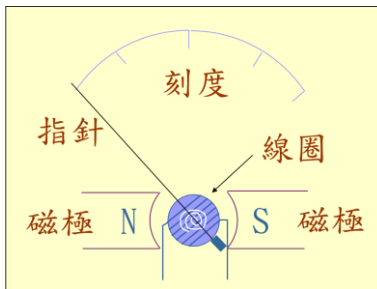
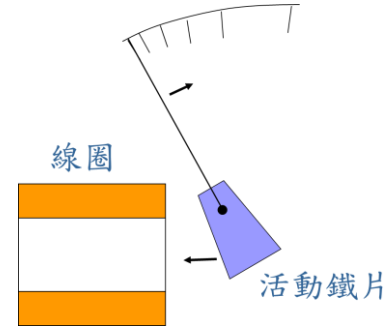
## ▣ Meters

### ◆ Moving-iron

- » Effectively a rotary solenoid + spring
- » Can measure DC or AC

### ◆ Moving-coil

- » Most common form
- » Deflection proportional to average value of current (rectified required for AC)
- » Full-scale deflection: typically  $50\ \mu\text{A}$  –  $1\ \text{mA}$
- » Used in voltmeters and ammeters



Reference: ETEAHK/ATS

**Moving-coil meters**

# Force, Displacement & Motion Actuators

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## ▣ Motors

### ◆ AC motors

- » Primarily used in high-power applications

### ◆ DC motors

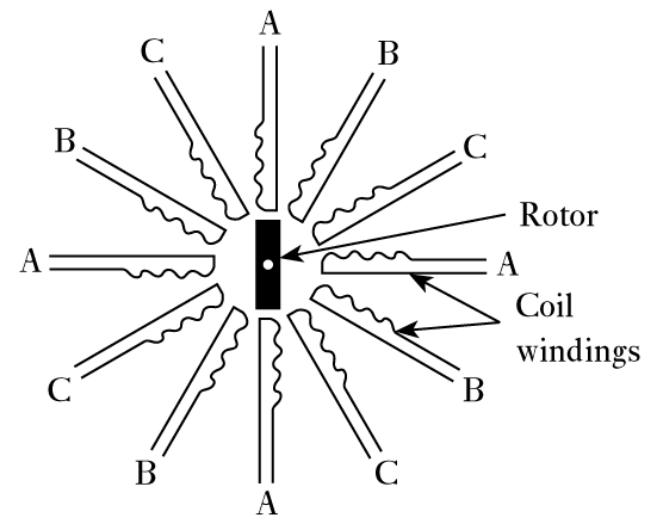
- » Used in low-power precision position-control applications

### ◆ Stepper motors

- » A digital (discrete) actuator used in position control applications

# Stepper Motors (1/2)

- A central rotor surrounded by a number of coils (or windings)
- Opposite pairs of coils are energized in turn
- This 'drags' the rotor round one 'step' at a time
- Speed proportional to frequency
- Typical motor might require 48-200 steps per revolution



**A simple stepper motor**



# Sound Actuators

## ▣ Speakers

- ◆ Usually use a permanent magnet and a movable coil connected to a diaphragm (隔板)
- ◆ Input signals produce current in the coil causing it to move with respect to the magnet

## ▣ Ultrasonic transducers

- ◆ At high frequencies, speakers are often replaced by **piezoelectric (壓電) actuators**
- ◆ Operate over a narrow frequency range

# Actuator Interfacing (1/2)

## ▣ Resistive devices

- ◆ Interfacing involves controlling the power in the device
- ◆ In a resistive actuator, power is related to the voltage
- ◆ For high-power devices, the problem is in delivering sufficient power to drive the actuator
- ◆ High-power actuators are often controlled in an ON/OFF manner
- ◆ These techniques use **electrically operated switches**
  - » Discussed in later lectures



# Actuator Interfacing (2/2)

## ▣ Capacitive and inductive devices

- ◆ Many actuators are capacitive or inductive (such as motors and solenoids)
- ◆ These create particular problems – when using switching techniques
- ◆ These hard topics will be discussed in power electronics (not covered in our course)

# Key Points

- **Systems affect their environment using actuators**
- **Most actuators take power from their inputs in order to deliver power at their outputs**
- **Some devices consume only a fraction of a watt while others consume hundreds or perhaps thousands of watts**
- **In most cases the efficiency of the energy conversion is less than 100%, in many cases it is much less**
- **Some circuits resemble resistive loads while others have considerable capacitance or inductance**
- **The ease or difficulty of driving actuators varies with their characteristics**