

Artificial Intelligence In Electric Machines

*Report submitted in fulfillment of the requirements
for the UG Project of*

Third Year.

by

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May 2022

Dedicated to

My parents, teachers,.....

Declaration

I certify that

1. The work contained in this report is original and has been done by myself and the general supervision of my supervisor.
2. The work has not been submitted for any project.
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Certificate

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Abstract

As we all can witness the use of artificial intelligence can be seen almost everywhere in the present world. In this paper we wanted to explore the use of Artificial Intelligence in Electrical machines and in the most part we have explored various motion control methods for machines and extended them by using ANNs (Artificial Neural Networks) in their place.

Contents

List of Figures	x
1 Introduction	2
1.1 Overview	2
1.2 Motivation of the Research Work	2
2 Artificial Neural Networks	4
2.1 Artificial Neurons	4
2.2 Neural Network	5
2.3 Implementation in Matlab/Simulink	7
3 DC Motor	14
3.1 What is DC Series Motor?	14
3.2 Components used in DC Series Motor	14
3.3 DC Series Motor Circuit Diagram	15
3.4 Speed Torque Characteristics of DC Series Motor	16
4 Motion Control in DC Motor	17
4.1 How is Motion Control done?	17
4.2 Basic Derivations	18
4.2.1 Basic Torque Equation	19
4.2.2 Steady State Operations	20

CONTENTS

4.2.3 Torque and Speed Control	20
4.3 Separately Excited DC Motor Model	21
4.4 Motion Control using PI controller	22
4.5 Motion Control using NARMA-L2 Controller	22
4.6 Building Custom Neural Network as controller	23
Bibliography	30

List of Figures

2.1	Artificial Neuron	4
2.2	Artificial Neural Network	5
2.3	Forward propagation	6
2.4	Data Generation	7
2.5	training The Dataset	8
2.6	Results	9
2.7	Results	10
2.8	Results	11
2.9	Results	12
2.10	Performance	13
2.11	Regression	13
4.1	Conventional Feedback Controller	17
4.2	Seperately Excited DC Motor	19
4.3	Seperately Excited DC Motor	21
4.4	The Basic mathematical model of separately excited dc motor.	21
4.5	Simulink Block Diagram for PI based controller	22
4.6	Comparison of reference signal v/s PI controlled output	23
4.7	Reference Model for NARMA-L2 controller	24
4.8	DC Motor motion control using NARMA-L2	24

4.9	comparing speed between reference and NARMA-L2 controlled motion	25
4.10	comparing speed between reference and NARMA-L2 controlled motion	25
4.11	comparing speed between reference and NARMA-L2 controlled motion	26
4.12	Using Input and Output variable for exporting input and output data to workspace	27
4.13	Matlab code for training simple ANN	27
4.14	Simulink Model of PI and Custom Neural Net	28
4.15	Comparing output of PI and Custom ANN 1	28
4.16	Comparing output of PI and Custom ANN 2	29

Chapter 1

Introduction

1.1 Overview

The past decade has marked an incredibly fast-paced and innovative period in the history of AI, driven by the start of the deep learning revolution. Spurred by the development of ever-more powerful computing platforms and the increased availability of big data, deep Learning has successfully tackled many previously intractable problems, especially in computer vision and natural language processing. Deep Learning has also been applied and is in the process of transforming many real-world applications, including entertainment, healthcare, fraud detection, virtual assistants, and autonomous vehicles. [1] This is an attempt for using Artificial Inteligence (Artificial Neural Networks) for motor motion control.

1.2 Motivation of the Research Work

The conventional proportional–integral (PI) or proportional–integral–derivative (PID)-type controllers are widely used in the industry due to their simple control structure, ease of design, and inexpensive cost, but the most notable disadvantages of such controllers is the difficulty in finding the best values of their parameters using classical

1.2. Motivation of the Research Work

methods, such as trial and error and other advanced methods. [2] Therefore, various optimization algorithms can be applied in tuning these controller parameters to ensure optimal control performance at desired operating conditions. While the PI/PID controller has many advantages, it often cannot provide perfect control performance if the controlled plant is highly nonlinear and uncertain. [3] so we are attempting to use ANNs for replacing conventional PI/PID-type controllers.

Chapter 2

Artificial Neural Networks

2.1 Artificial Neurons

Among all the AI techniques, NNWs are most important, and in fact, modern AI technology is synonymous with NNW techniques and their applications. It is a generic form of AI, and therefore more powerful. The invention of NNW is often considered as significant as the invention of transistor.

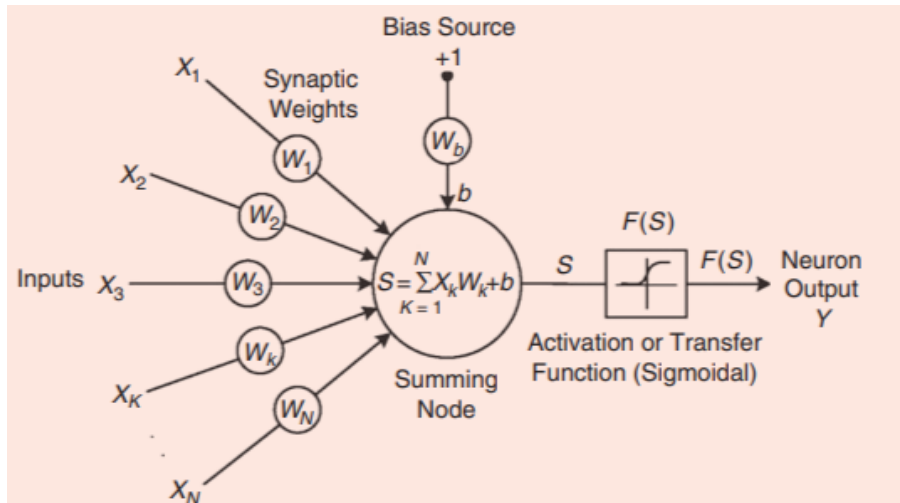


Figure 2.1 Artificial Neuron

A NNW is basically interconnection of artificial neurons. [4] it emulates the characteristics of biological neuron in our brain nervous system .

2.2 Neural Network

The input signals X_1, X_2 , etc. which may be continuous variables or discrete pulses, flow through a gain or weight (called synaptic weight or connection strength) that can be positive or negative, integer or noninteger.

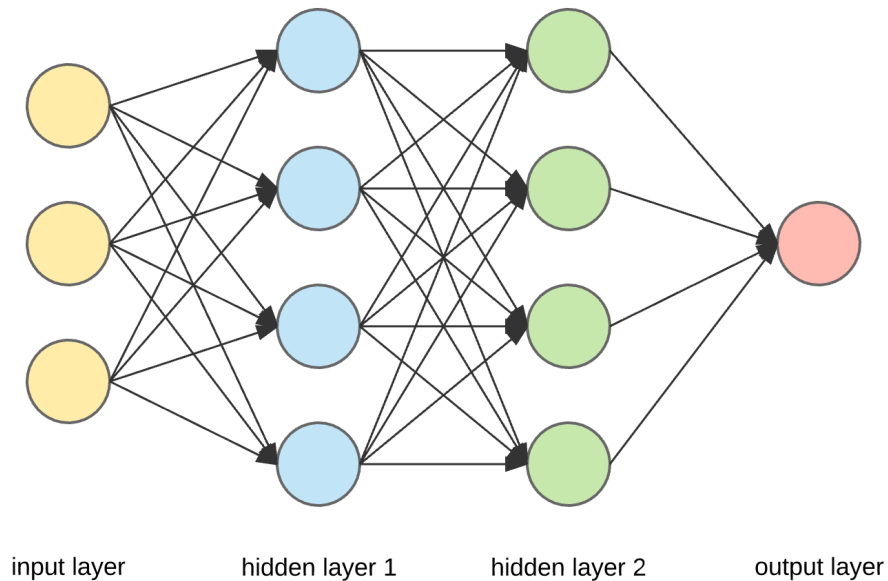


Figure 2.2 Artificial Neural Network

The summing node accumulates all the input-weighted signals, adds to the weighted bias signal b and passes to the output through the nonlinear (or linear) activation or transfer function (TF), as shown in the figure. The activation function may be linear bipolar, threshold, signum, Gaussian, sigmoidal (or log-sigmoid), or hyperbolic-tan (or tan-sigmoid). The magnitude of these functions varies between 0 and 1, or -1 to +1. The nonlinearity of TF gives nonlinear input-output mapping property of NNW. The NNW can have many feedforward and feedback (called recurrent) topologies, but

the most commonly used feedforward topologies are depicted in the diagrams.

$$z = f(b + x \cdot w) = f \left(b + \sum_{i=1}^n x_i w_i \right)$$

$$x \in d_{1 \times n}, w \in d_{n \times 1}, b \in d_{1 \times 1}, z \in d_{1 \times 1}$$

Figure 2.3 Forward propagation

So far we have described the forward pass, meaning given an input and weights how the output is computed. After the training is complete, we only run the forward pass to make the predictions. But we first need to train our model to actually learn the weights, and the training procedure works as follows:

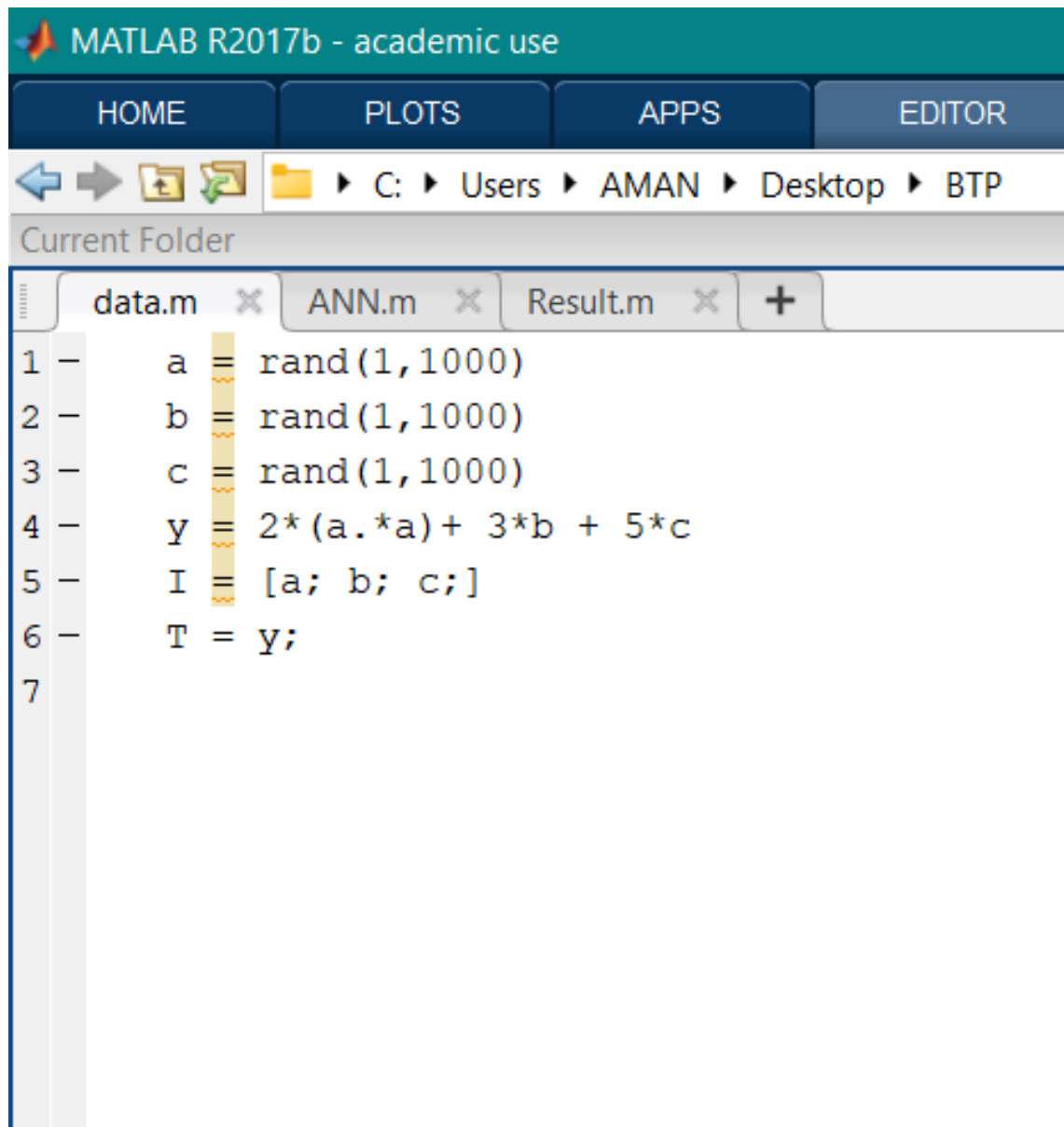
- Randomly initialize the weights for all the nodes.
- For every training example, perform a forward pass using the current weights, and calculate the output of each node going from left to right. The final output is the value of the last node.
- Compare the final output with the actual target in the training data, and measure the error using a loss function.
- Perform a backwards pass from right to left and propagate the error to every individual node using backpropagation. Calculate each weight's contribution to the error, and adjust the weights accordingly using gradient descent. Propagate the error gradients back starting from the last layer

2.3 Implementation in Matlab/Simulink

Here we are implementing a basic example for predicting a Polynomial function in neural network $2A + 3B + 5C$.

Generating Data Set

We are generating 1000 random integers for A, B and C using matlab rand function.



The image shows the MATLAB R2017b - academic use interface. The top bar includes tabs for HOME, PLOTS, APPS, and EDITOR. Below the tabs is a navigation bar showing the current folder path: C:\Users\AMAN\Desktop\BTP. The main workspace area displays a script named data.m with the following code:

```
1 - a = rand(1,1000)
2 - b = rand(1,1000)
3 - c = rand(1,1000)
4 - y = 2*(a.*a)+ 3*b + 5*c
5 - I = [a; b; c;]
6 - T = y;
7
```

Figure 2.4 Data Generation

Training Data Set

Now we will be creating our model and train our model using the data set we already created. using the matlab command **newff()** , which creates a new network with a dialog box. and returns an N layer feed-forward backprop network. Then we first initialize and finally train our network.

Here we are using a network of initially 3 inputs which are for A B and C values and then we have our hidden layer as 3 5 and 1 and finally we have our output from the trained network.

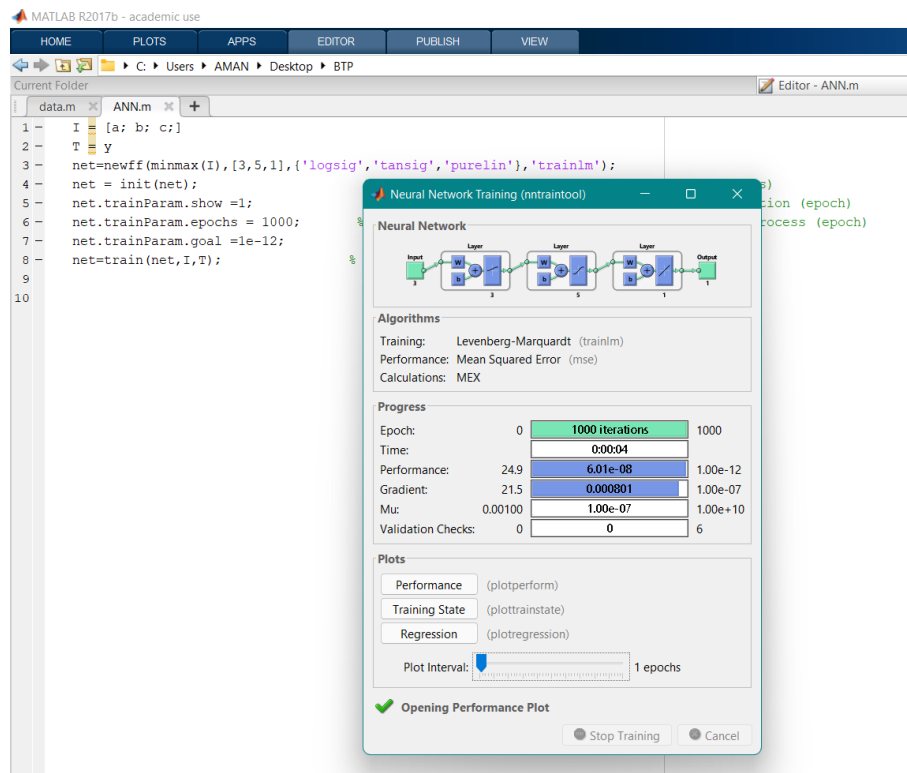


Figure 2.5 training The Dataset

Results

MATLAB Command Window

Page 1

```
>> Accuracy
```

```
expected =
```

```
3.5381
```

```
ANNOutput =
```

```
3.5379
```

```
z =
```

```
-4.6245e-05
```

```
expected =
```

```
5.3909
```

```
ANNOutput =
```

```
5.3908
```

```
z =
```

```
-4.6245e-05
```

```
expected =
```

```
4.4421
```

```
ANNOutput =
```

```
4.4421
```

```
z =
```

```
-4.6245e-05
```

```
expected =
```

Figure 2.6 Results

MATLAB Command Window

Page 2

```
7.8910

ANNOutput =
7.8909

z =
-4.6245e-05

expected =
3.6267

ANNOutput =
3.6266

z =
-4.6245e-05

expected =
2.9109

ANNOutput =
2.9109

z =
-4.6245e-05

expected =
5.2071

ANNOutput =
```

Figure 2.7 Results

MATLAB Command Window

Page 3

```
5.2071

z =

-4.6245e-05

expected =

5.4983

ANNOutput =

5.4984

z =

-4.6245e-05

expected =

6.6691

ANNOutput =

6.6690

z =

-4.6245e-05

expected =

2.7352

ANNOutput =

2.7351
```

Figure 2.8 Results

MATLAB Command Window

Page 4

```
z =  
-4.6245e-05  
  
Mean_Squared_Error =  
2.1386e-09  
  
>>
```

Figure 2.9 Results

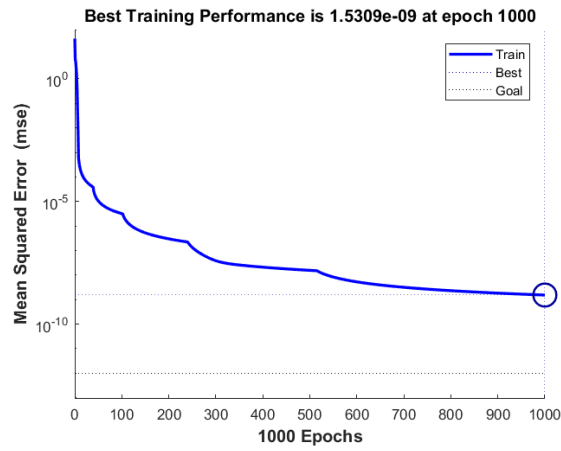


Figure 2.10 Performance

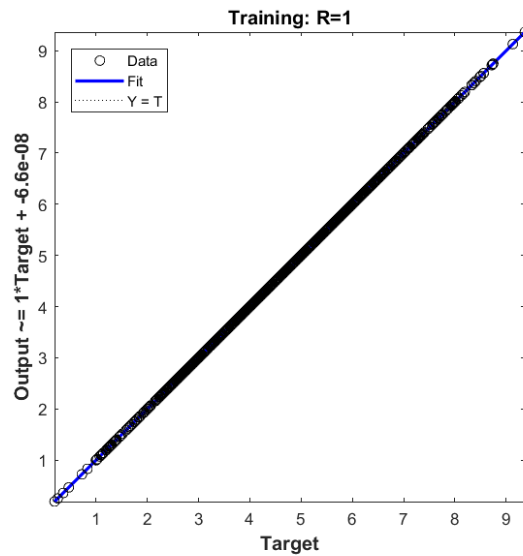


Figure 2.11 Regression

Chapter 3

DC Motor

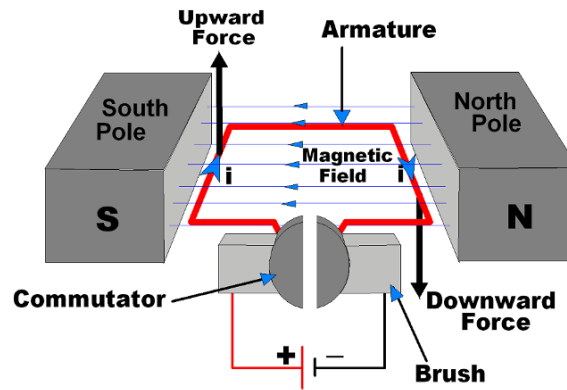
3.1 What is DC Series Motor?

The DC Series Motor is similar to any other motor because the main function of this motor is to convert electrical energy to mechanical energy. The operation of this motor mainly depends on the electromagnetic principle. Whenever the magnetic field is formed approximately, a current carrying conductor cooperates with an exterior magnetic field, and then a rotating motion can be generated.

3.2 Components used in DC Series Motor

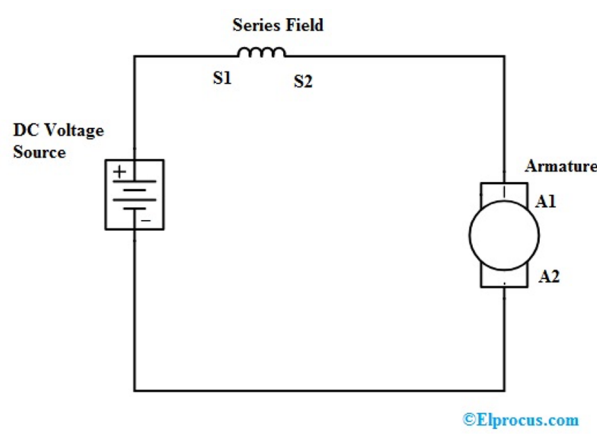
The components of this motor mainly include the rotor (the armature), commutator, stator, axle, field windings, and brushes. The fixed component of the motor is the stator, and it is built with two otherwise more electromagnet pole parts. The rotor includes the armature and the windings on the core allied to the commutator. The power source can be connected toward the armature windings throughout a brush array allied to the commutator.

3.3. DC Series Motor Circuit Diagram



3.3 DC Series Motor Circuit Diagram

In this motor, field, as well as stator windings, are coupled in series by each other. Accordingly the armature and field current are equivalent. Huge current supply straightly from the supply toward the field windings. The huge current can be carried by field windings because these windings have few turns as well as very thick. Generally, copper bars form stator windings. These thick copper bars dissipate heat generated by the heavy flow of current very effectively. Note that the stator field windings S1-S2 are in series with the rotating armature A1-A2.



3.4 Speed Torque Characteristics of DC Series Motor

In general, for this motor, there are 3-characteristic curves are considered significant like Torque Vs. armature current, Speed Vs. armature current, Speed Vs. torque. These three characteristics are determined by using the following two relations. The above two equations can be calculated at the equations of emf as well as torque. For this motor, the back emf's magnitude can be given with the similar DC generator e.m.f equation like $E_b = \frac{P N Z}{60 A}$. For a mechanism, A, P, and Z are stable, thus, $N \propto E_b$. The DC series motor torque equation is,

Torque = Flux * Armature current

$$T = I_f * I_a$$

Here $I_f = I_a$, then the equation will become

$$T = I_a^2$$

Chapter 4

Motion Control in DC Motor

4.1 How is Motion Control done?

One of the conventional methods is by using a constant gain feedback controller, which uses some kind of sensor to take the feedback. But the conventional constant gain feedback controller fails to maintain the performance of the system at acceptable levels.

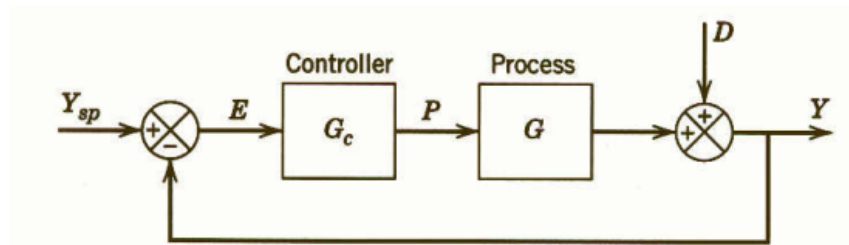


Figure 4.1 Conventional Feedback Controller

The proportional Integral (PI) controller is one of the conventional controllers and it has been widely used for speed control of dc motor drives .The major features of the PI controller are its ability to maintain a zero steady-state error to a step change in reference.

The last decade has seen an increasing interest in computational intelligence (CI) applications in control of various dynamic systems, including electric motor drives.

Most frequently used CI methods, Artificial Neural Networks (ANN) and Fuzzy logic (FL), are widely utilized in area of modeling, identification, diagnostics and control. The ANN based technique is advantageous over then conventional ones because it has a non-algorithmic parallel-distributed architecture as shown in Fig(2.2). This allows it to learn any complex input-output mapping. So, ANN are rapidly gaining popularity among power system researches. ANN are extremely useful in the area of learning control.

Advantages of using ANNs:

- Learning ability
- Massive parallelism
- Fast adaption
- Inherent approximation capability
- High degree of tolerance

4.2 Basic Derivations

Instantaneous field current:

$$v_f = R_f * I_f + L_f * d(I_f/dt)$$

Where R_f and L_f are the field resistance and inductor, respectively.

And we can calculate Instantaneous armature current as:

$$V_a = R_a * I_a + L_a * d(I_a/dt) + E_g$$

Where R_a and L_a are the armature resistance and inductor, respectively.

While the motor back emf, which is also known as speed voltage, is expressed as:

$$E_b = K_v * \omega * I_f$$

Where K_v is the motor voltage constant (in V/A-rad/s) and ω is the motor speed (in

4.2. Basic Derivations

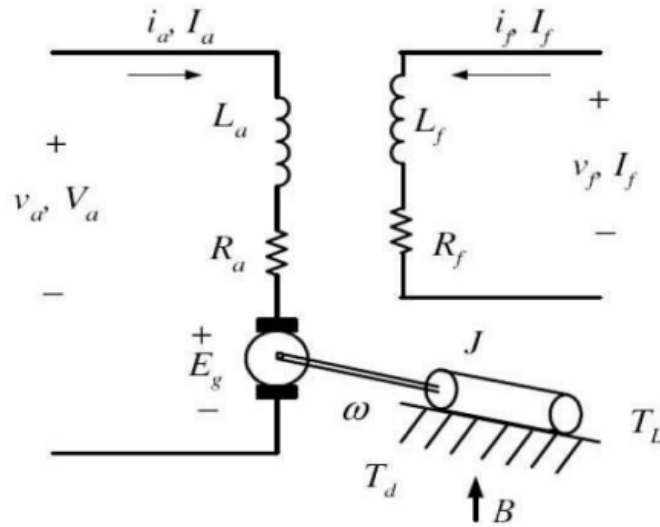


Figure 4.2 Separately Excited DC Motor

rad/sec)

4.2.1 Basic Torque Equation

$$T_d = J \frac{d\omega}{dt} + B\omega + T_L$$

The torque developed by the motor is:

$$T_d = K_t \cdot I_f \cdot i_a$$

Where ($K_t = K_v$) is torque constant in V/A-rad/sec.

Sometimes it is written as:

$$T_d = K_t \cdot \text{flux}(\phi) \cdot I_a$$

For normal operation, the developed torque must be equal to the load torque plus the friction and inertia, i.e.: where

B : viscous friction constant, (N.m/rad/s)

T_L : load torque (N.m)

J : inertia of the motor (Kg.m²)

4.2.2 Steady State Operations

Under steady state operation, a time derivative is zero.

Assuming the motor is not saturated.

For field circuit,

$$V_f = I_f * R_f$$

The back emf is given by:

$$E_b = K_v * \omega * I_f$$

The armature circuit,

$$V_a = I_a * R_a + E_b = I_a * R_a + K_v * I_f \omega$$

Now the developed torque can be easily derived.

The developed torque is:

$$T_d = K_t * I_f * I_a = B + T_L$$

The required power is:

$$P_d = T * \omega$$

4.2.3 Torque and Speed Control

From the derivation, several important facts can be deduced for steady-state operation of DC motor.

a) For a fixed field current, or flux (I_f), the torque demand can be satisfied by varying the armature current (I_a).

b) The motor speed can be varied by: Controlling V_a (voltage control)

Controlling V_f (field control)

c) These observations lead to the application of variable DC voltage for controlling the speed and torque of DC motor.

4.3. Separately Excited DC Motor Model

4.3 Separately Excited DC Motor Model

The dynamics of the SEDM. As shown in fig. (1) are described by the following electrical and mechanical differential equations:-

$$L_a \frac{di_a}{dt} = -i_a R_a - k\omega + v_a \dots \dots \dots (1)$$

$$J \frac{d\omega}{dt} = k i_a R_a - B\omega T_L \dots \dots \dots (2)$$

Figure 4.3 Separately Excited DC Motor

Where v_a is the motor input voltage; i_a is the armature current; ω is the rotor speed; T_L is the load torque; R_a is the armature resistance; L_a is the armature inductance; J is the motor rotation inertia; B is the damping constant and K is the torque or EMF constant

fig.(4.3) illustrate Basic mathematical model of separately excited dc motor, where:
 T_a -Time constant of motor armature circuit and $T_a = L_a/R_a$ (s) T_m – Mechanical time constant of the motor $T_m = J/B$ (s)

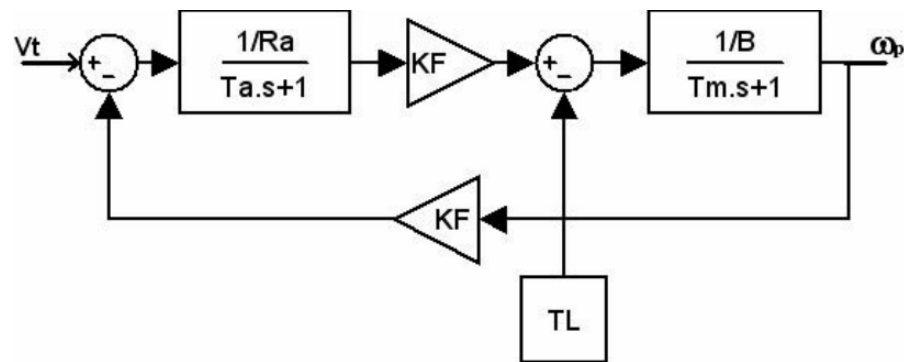


Figure 4.4 The Basic mathematical model of separately excited dc motor.

4.4 Motion Control using PI controller

Here We have developed the Model of separately excited DC Motor using the transfer function block diagram of Separately excited DC motor.

Motor Specifications

- T_a -Time constant of motor armature circuit and $T_a = L_a / R_a$ (s)
- T_m – Mechanical time constant of the motor $T_m = J / B$ (s)
- The parameters of the SEDM are : 1800 rpm, 220 volts, $L_a = 0.0025H$, $R_a = 0.5$, $T_L = 21.4N.m$, $J = 0.0013kg/m^2$, $B = 0.001 N.m$, the speed at full-load=1500rpm

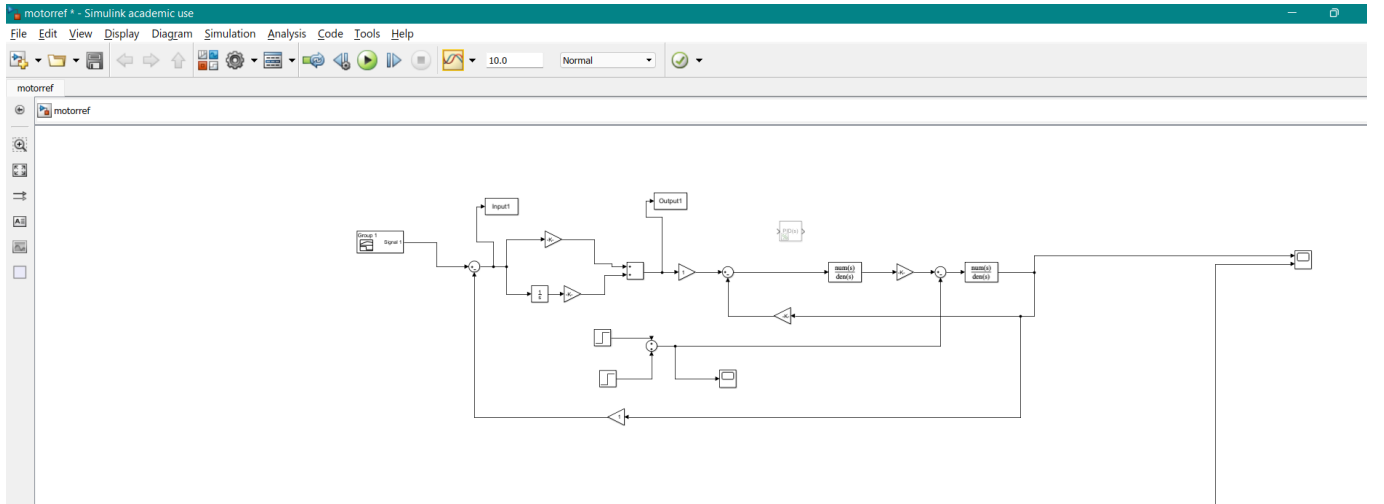


Figure 4.5 Simulink Block Diagram for PI based controller

4.5 Motion Control using NARMA-L2 Controller

NARMA-L2 stands for **Nonlinear Autoregressive Moving Average**. Basically This is a block in simulink NN Toolbox which makes it very easy to design ANN based neural network.

It's simply a rearrangement of the neural network plant model, which is trained off-line, in batch form. The only online computation is a forward pass through the neural

4.6. Building Custom Neural Network as controller

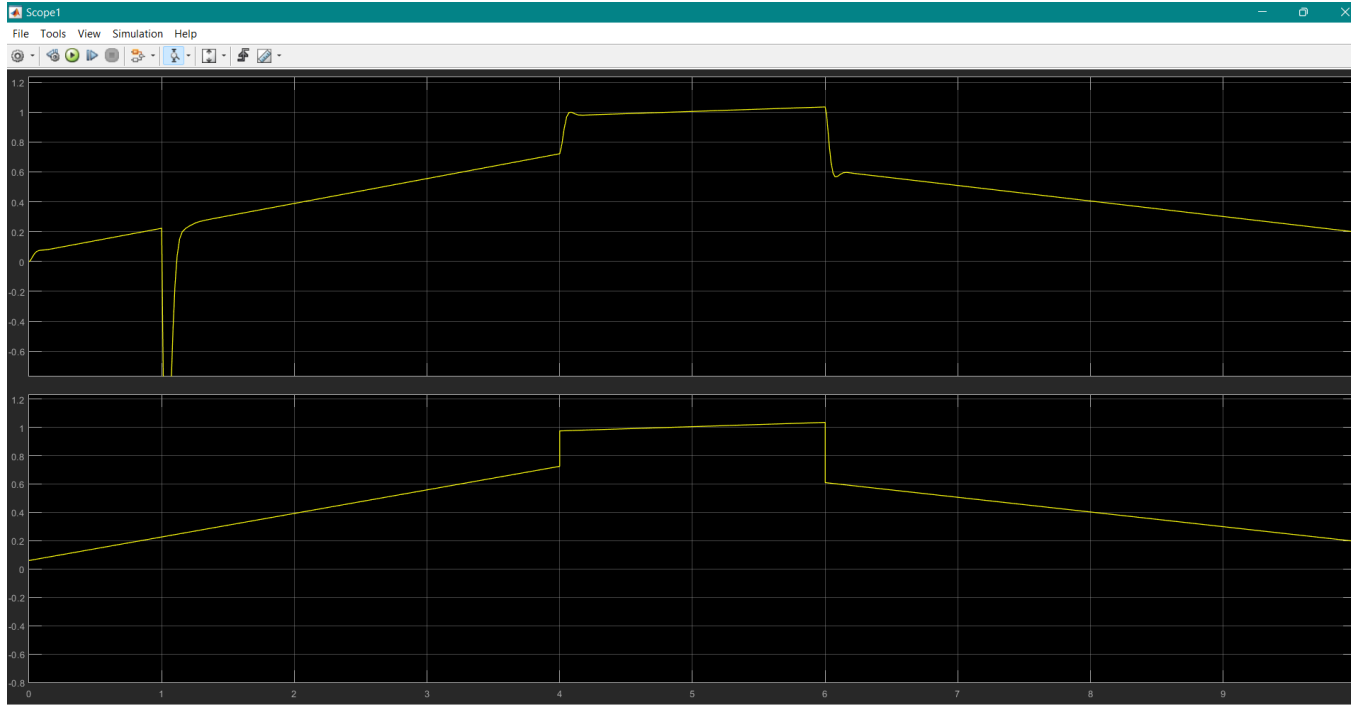


Figure 4.6 Comparison of reference signal v/s PI controlled output

network controller. NARMA-L2 controller, a multilayer neural network has been successfully applied in the identification and control of dynamic systems.

For this we have to build a separate reference model via which it can identify and train itself. then this can be further used as controller.

4.6 Building Custom Neural Network as controller

For Building custom Neural Networks we should only have input and output data for any system. which could be used for ANN training. so what we did was , we used the PI controlled plant and generated Input and output data by exporting input and output data points to workspace.

4.6. Building Custom Neural Network as controller

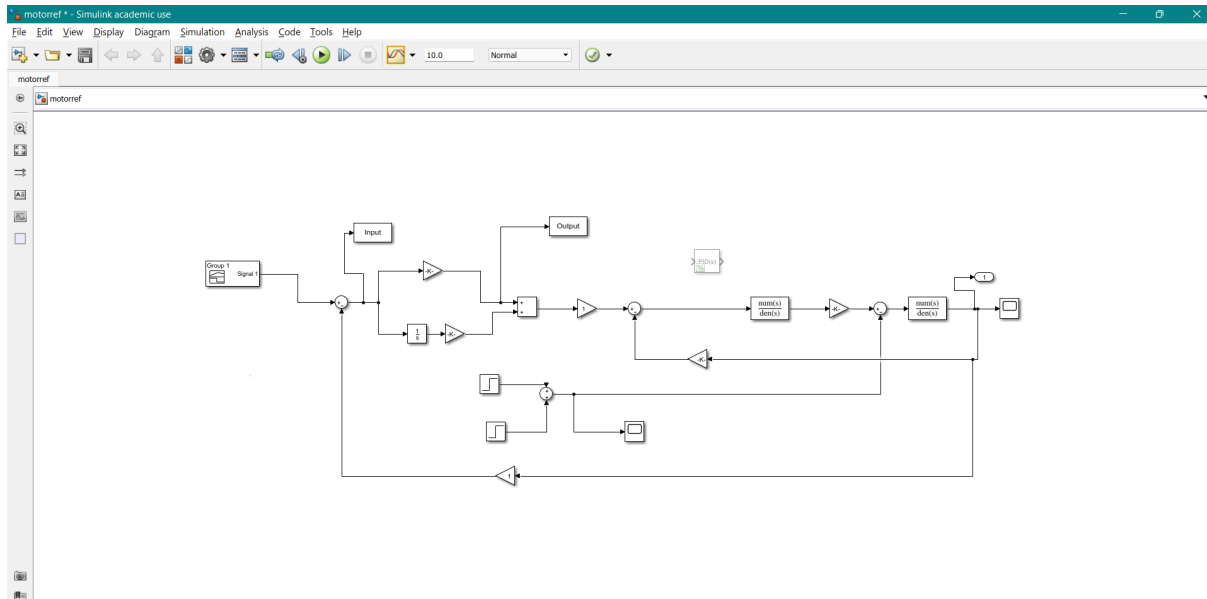


Figure 4.7 Reference Model for NARMA-L2 controller

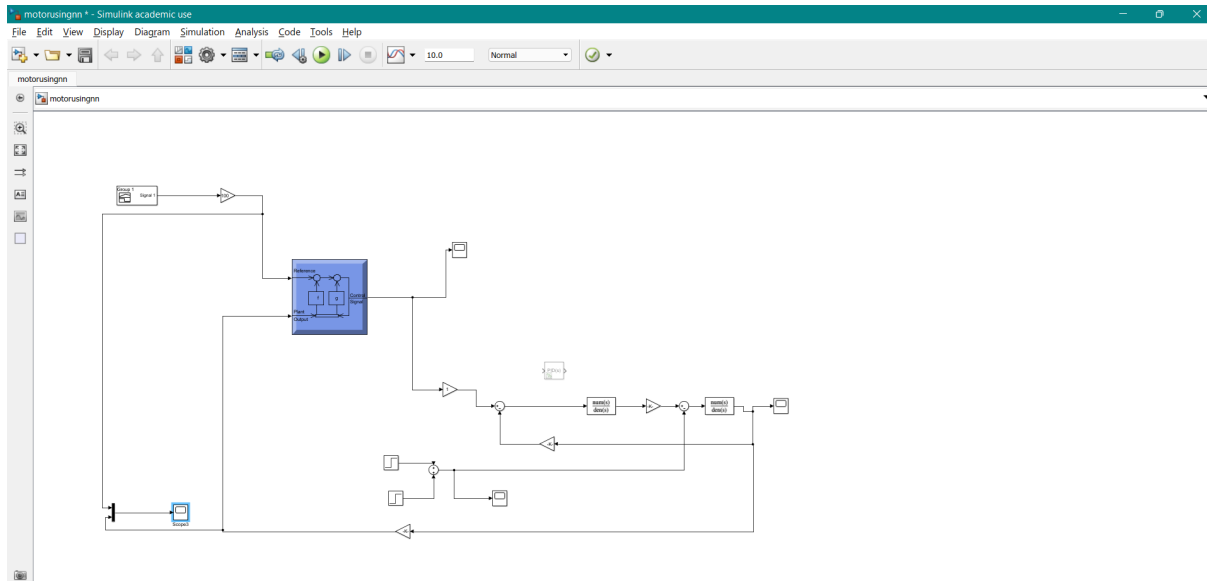


Figure 4.8 DC Motor motion control using NARMA-L2

4.6. Building Custom Neural Network as controller

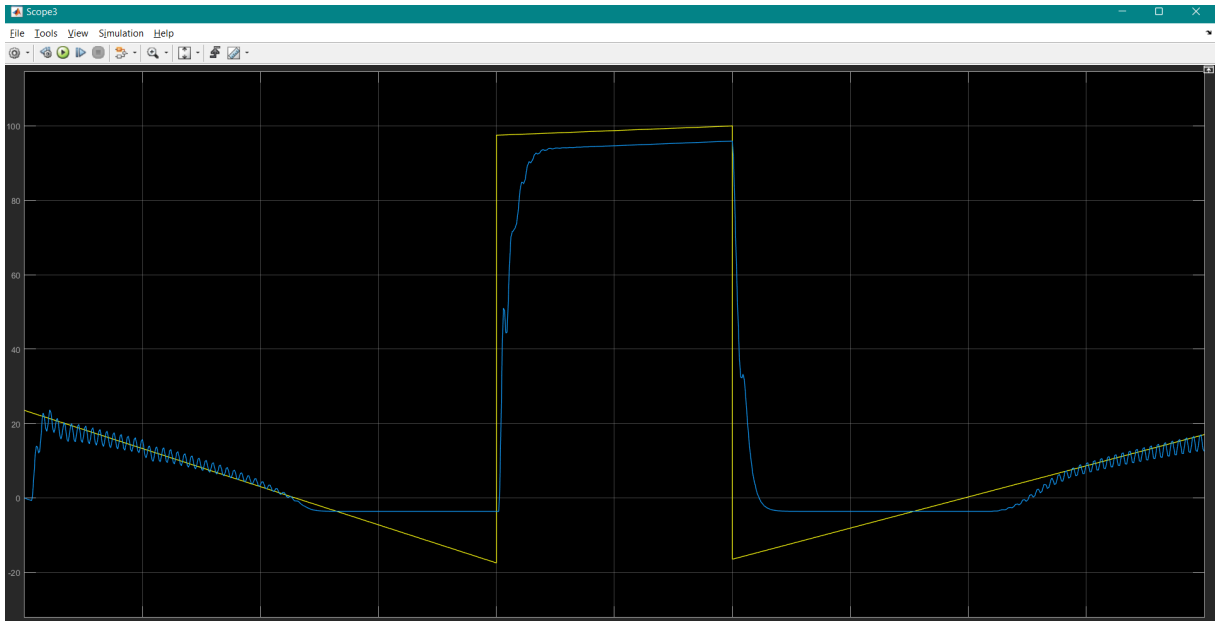


Figure 4.9 comparing speed between reference and NARMA-L2 controlled motion



Figure 4.10 comparing speed between reference and NARMA-L2 controlled motion

4.6. Building Custom Neural Network as controller

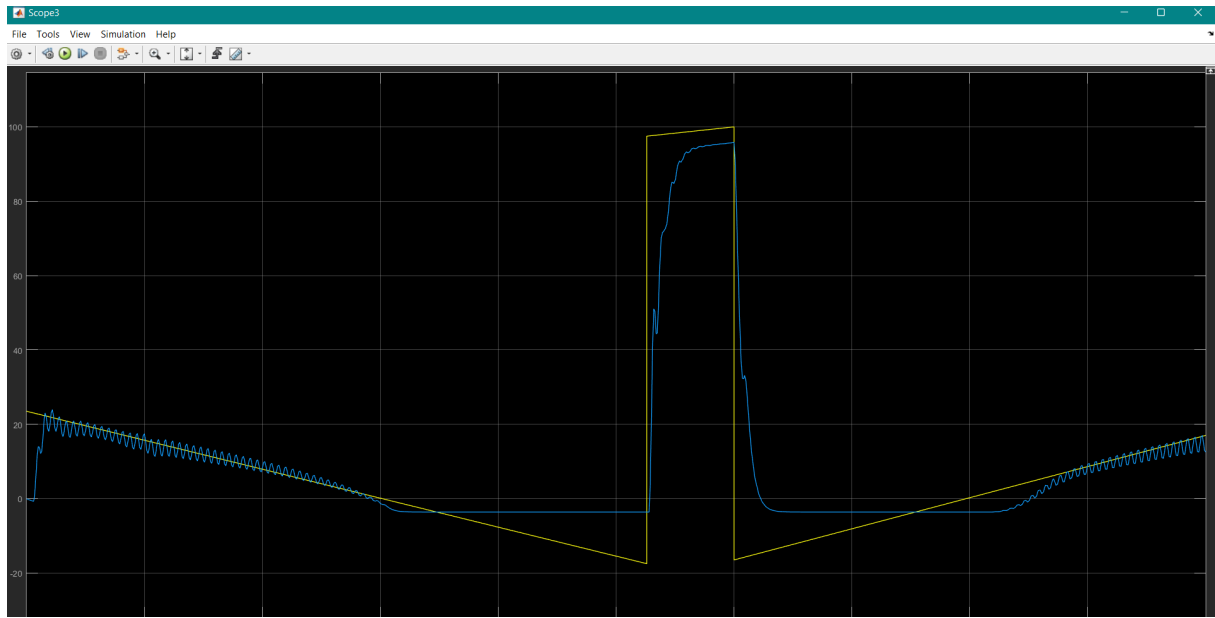


Figure 4.11 comparing speed between reference and NARMA-L2 controlled motion

Further we can use our previous matlab we used for training a simple ANN .

4.6. Building Custom Neural Network as controller



Figure 4.16 Comparing output of PI and Custom ANN 2

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