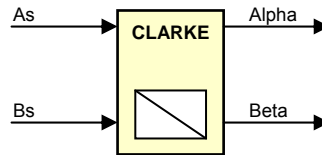


## CLARKE

## Clarke Variable Transformation

### Description

Converts balanced three phase quantities into balanced two phase quadrature quantities.



### Availability

This IQ module is available in one interface format:

- 1) The C interface version

### Module Properties

**Type:** Target Independent, Application Independent

**Target Devices:** 28x Fixed Point or Piccolo

**C Version File Names:** clarke.c, clarke.h

**IQmath library files for C:** IQmathLib.h, IQmath.lib

| Item                   | C version            | Comments                   |
|------------------------|----------------------|----------------------------|
| Code Size <sup>□</sup> | 23/23 words          |                            |
| Data RAM               | 0 words <sup>*</sup> |                            |
| xDAIS ready            | No                   |                            |
| XDAIS component        | No                   | IALG layer not implemented |
| Multiple instances     | Yes                  |                            |
| Reentrancy             | Yes                  |                            |

<sup>\*</sup> Each pre-initialized “\_iq” CLARKE structure consumes 10 words in the data memory

<sup>□</sup> Code size mentioned here is the size of the **calc()** function

## C Interface

### Object Definition

The structure of CLARKE object is defined by following structure definition

```
typedef struct { _iq As;           // Input: phase-a stator variable
                _iq Bs;           // Input: phase-b stator variable
                _iq Alpha;        // Output: stationary d-axis stator variable
                _iq Beta;         // Output: stationary q-axis stator variable
                void (*calc)();   // Pointer to calculation function
            } CLARKE;
```

```
typedef CLARKE *CLARKE_handle;
```

| Item    | Name  | Description  | Format   | Range(Hex)        |
|---------|-------|--|----------|-------------------|
| Inputs  | As    | Phase 'a' component of the balanced three phase quantities | GLOBAL_Q | 80000000-7FFFFFFF |
|         | Bs    | Phase 'b' component of the balanced three phase quantities | GLOBAL_Q | 80000000-7FFFFFFF |
| Outputs | Alpha | Direct axis(d) component of the transformed signal         | GLOBAL_Q | 80000000-7FFFFFFF |
|         | Beta  | Quadrature axis(q) component of the transformed signal     | GLOBAL_Q | 80000000-7FFFFFFF |

GLOBAL\_Q valued between 1 and 30 is defined in the IQmathLib.h header file.

## Special Constants and Data types

### CLARKE

The module definition is created as a data type. This makes it convenient to instance an interface to the Clarke variable transformation. To create multiple instances of the module simply declare variables of type CLARKE.

### CLARKE\_handle

User defined Data type of pointer to CLARKE module

### CLARKE\_DEFAULTS

Structure symbolic constant to initialize CLARKE module. This provides the initial values to the terminal variables as well as method pointers.

## Methods

```
void clarke_calc(CLARKE_handle);
```

This definition implements one method viz., the Clarke variable transformation computation function. The input argument to this function is the module handle.

## Module Usage

### Instantiation

The following example instances two CLARKE objects  
CLARKE clarke1, clarke2;

**Initialization**

To Instance pre-initialized objects

```
CLARKE clarke1 = CLARKE_DEFAULTS;
```

```
CLARKE clarke2 = CLARKE_DEFAULTS;
```

**Invoking the computation function**

```
clarke1.calc(&clarke1);
```

```
clarke2.calc(&clarke2);
```

**Example**

The following pseudo code provides the information about the module usage.

```
main()
{
}

void interrupt periodic_interrupt_isr()
{
    clarke1.As = as1;           // Pass inputs to clarke1
    clarke1.Bs = bs1;           // Pass inputs to clarke1

    clarke2.As = as2;           // Pass inputs to clarke2
    clarke2.Bs = bs2;           // Pass inputs to clarke2

    clarke1.calc(&clarke1);      // Call compute function for clarke1
    clarke2.calc(&clarke2);      // Call compute function for clarke2

    ds1 = clarke1.Alpha;        // Access the outputs of clarke1
    qs1 = clarke1.Beta;         // Access the outputs of clarke1

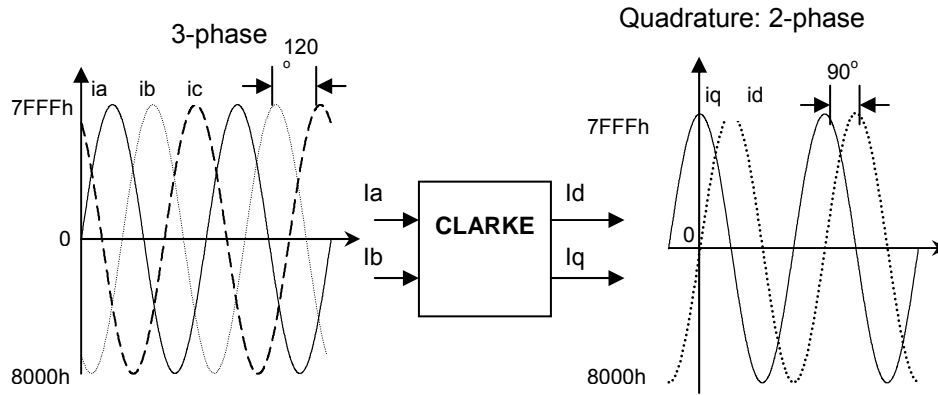
    ds2 = clarke2.Alpha;        // Access the outputs of clarke2
    qs2 = clarke2.Beta;         // Access the outputs of clarke2
}
```

## Technical Background

Implements the following equations:

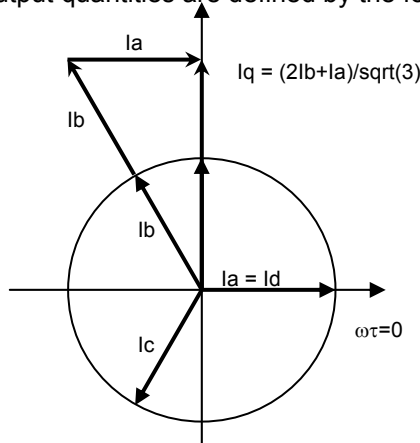
$$\begin{cases} Id = Ia \\ Iq = (2Ib + Ia) / \sqrt{3} \end{cases}$$

This transformation converts balanced three phase quantities into balanced two phase quadrature quantities as shown in figure below:



The instantaneous input and the output quantities are defined by the following equations:

$$\begin{aligned} ia &= I \times \sin(\omega t) \\ ib &= I \times \sin(\omega t + 2\pi / 3) \\ ic &= I \times \sin(\omega t - 2\pi / 3) \\ \begin{cases} id &= I \times \sin(\omega t) \\ iq &= I \times \sin(\omega t + \pi / 2) \end{cases} \end{aligned}$$



Next, Table 1 shows the correspondence of notations between variables used here and variables used in the program (i.e., `clarke.c`, `clarke.h`). The software module requires that both input and output variables are in per unit values.

|         | Equation Variables | Program Variables |
|---------|--------------------|-------------------|
| Inputs  | $ia$               | As                |
|         | $ib$               | Bs                |
| Outputs | $id$               | Alpha             |
|         | $iq$               | Beta              |

Table 1: Correspondence of notations