

# Kendali Kecepatan dan Posisi Motor DC

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Praktikum Sistem Kendali Lanjut



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# Anggota Kelompok 1

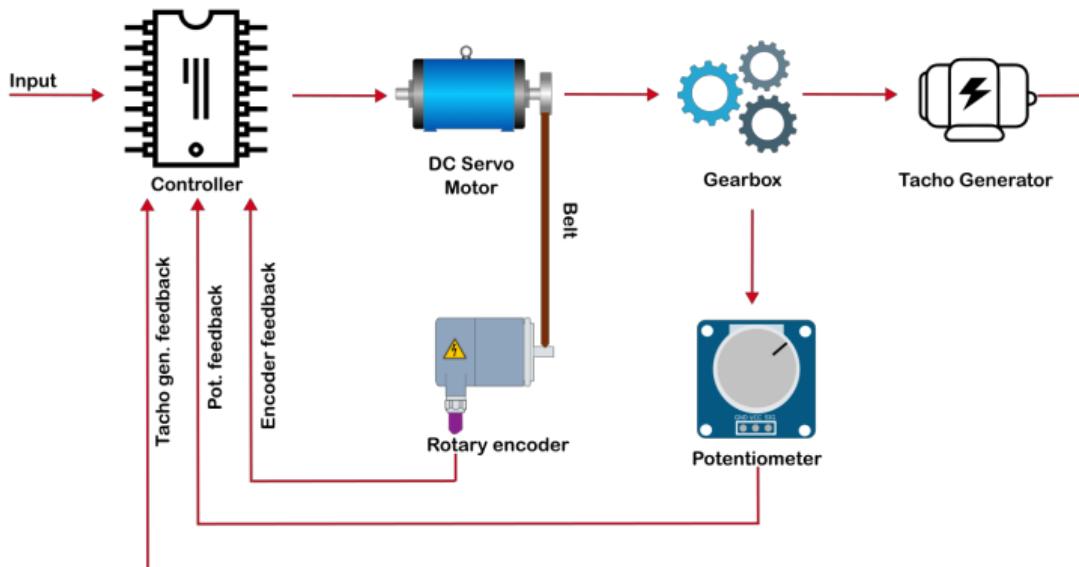
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- ③ Octsana Dhiyaa W. (20/464253/SV/18572)
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- 2 Pemodelan Sistem Motor DC
- 3 Perancangan Kendali PID Motor DC
- 4 Sistem Mekanikal dan Elektrikal
- 5 Desain GUI

# Gambaran Umum Proyek Sistem Kendali Motor DC

# Diagram Sistem



# Pemodelan Sistem Motor DC

# Pengertian Motor DC

Motor DC atau dalam bahasa Indonesia disebut motor arus searah adalah jenis motor listrik yang mengubah energi listrik arus searah menjadi energi mekanis. Bentuk energi yang dihasilkan berupa putaran. Prinsip kerja motor arus searah berdasarkan pada interaksi antara dua fluks magnetik yang disebut dengan kumparan medan dan kumparan jangkar. Kumparan medan menghasilkan fluks magnet dengan arah dari kutub utara ke kutub selatan, sedangkan kumparan jangkar menghasilkan fluks magnetik yang melingkar.

*Sumber: Wikipedia*

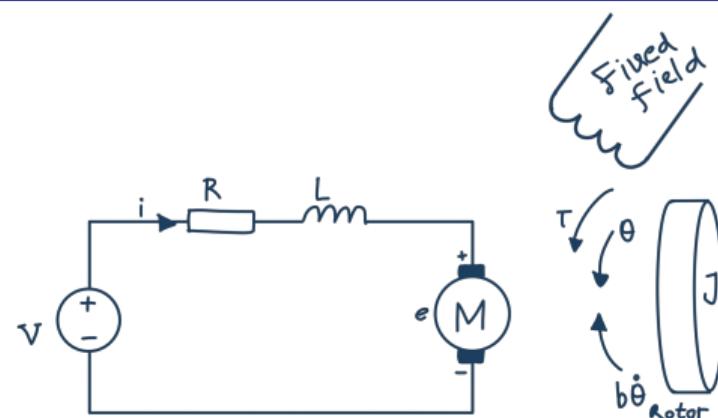
Ilustrasi Motor DC:

# Struktur Fisik

Parameter:

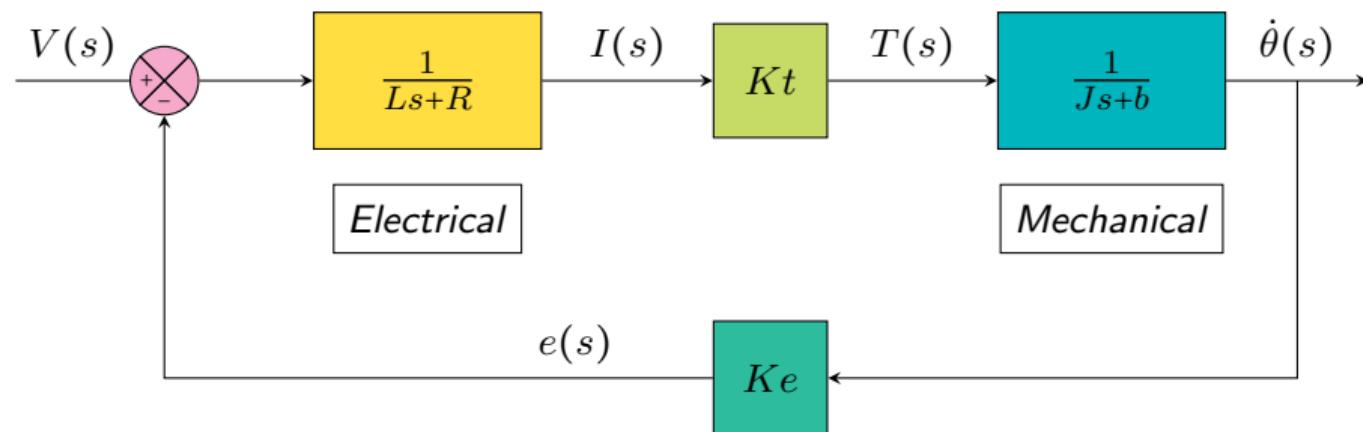
- $J$  : Momen inersia rotor ( $Kg.m^2$ )
- $b$  : Koefisien gaya gesek viskos ( $N.m.s$ )
- $Ke$  : Koefisien gaya elektromotif ( $V/rad/sec$ )
- $Kt$  : Koefisien torsi motor ( $N.m/Amp$ )
- $R$  : Resistansi kumparan ( $Ohm$ )
- $L$  : Induktansi kumparan ( $H$ )

Struktur:



# Diagram Blok Plant Motor DC

Struktur motor DC dengan parameter-parameter sebelumnya memiliki diagram blok sebagai berikut:



# Fungsi Alih

Diagram blok *plant* motor DC menghasilkan persamaan fungsi alih berikut:

$$\frac{\dot{\theta}(s)}{V(s)} = \frac{Kt}{(Js + b)(Ls + R) + KtKe} \quad \left[ \frac{\text{rad/sec}}{V} \right] \quad (1)$$

Persamaan di atas merupakan fungsi alih kecepatan motor DC. Dengan mengintegralkan fungsi alih tersebut, maka diperoleh fungsi alih untuk posisi motor DC:

$$\frac{\theta(s)}{V(s)} = \frac{Kt}{s((Js + b)(Ls + R) + KtKe)} \quad \left[ \frac{\text{rad}}{V} \right] \quad (2)$$

# State Space

Kecepatan:

$$\frac{\delta}{\delta t} \begin{bmatrix} \dot{\theta} \\ i \end{bmatrix} = \begin{bmatrix} -\frac{b}{J} & \frac{Kt}{J} \\ -\frac{Ke}{L} & -\frac{R}{L} \end{bmatrix} \begin{bmatrix} \dot{\theta} \\ i \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{L} \end{bmatrix} V$$

$$y = [1 \quad 0] \begin{bmatrix} \dot{\theta} \\ i \end{bmatrix} \quad (3)$$

Struktur:

$$\frac{\delta}{\delta t} \begin{bmatrix} \theta \\ \dot{\theta} \\ i \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & -\frac{b}{J} & \frac{Kt}{J} \\ 0 & -\frac{Ke}{L} & -\frac{R}{L} \end{bmatrix} \begin{bmatrix} \theta \\ \dot{\theta} \\ i \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ \frac{1}{L} \end{bmatrix} V$$

$$y = [1 \quad 0 \quad 0] \begin{bmatrix} \theta \\ \dot{\theta} \\ i \end{bmatrix} \quad (4)$$

# Perancangan Kendali PID Motor DC

# Apa Itu Kendali PID?

- **PID=Proportional-Integral-Derivative**
- Kendali mekanisme umpan balik yang biasanya dipakai pada sistem kontrol industri
- Secara kontinu menghitung nilai kesalahan sebagai beda antara setpoint yang diinginkan dan variabel proses terukur. Persamaan:

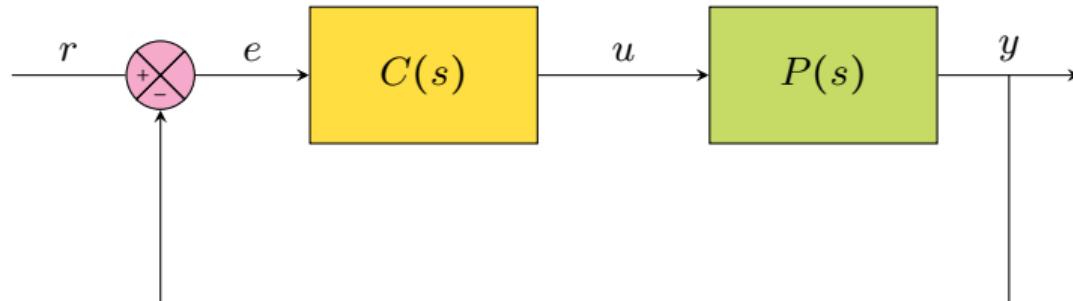
$$u(t) = K_p e(t) + K_i \int_0^t e(\tau) d\tau + K_d \frac{de(t)}{dt} \quad (5)$$

# Mengapa Kendali PID?

Kendali PID berfungsi untuk meminimalkan nilai kesalahan (*error*) setiap waktu dengan penyetelan variabel kontrol, seperti posisi, kecepatan, damper, daya, dan lain sebagainya.

Contoh perbandingan sistem dengan dan tanpa PID:

# Diagram Blok Kendali



## Keterangan:

$C(s)$  : Controller

$P(s)$  : Plant

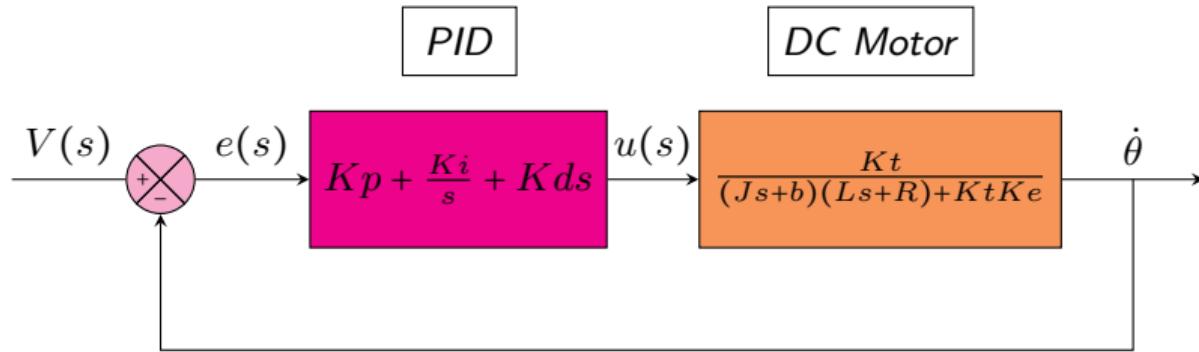
$r(s)$  : Output yang diinginkan

$e(s)$  : Nilai error

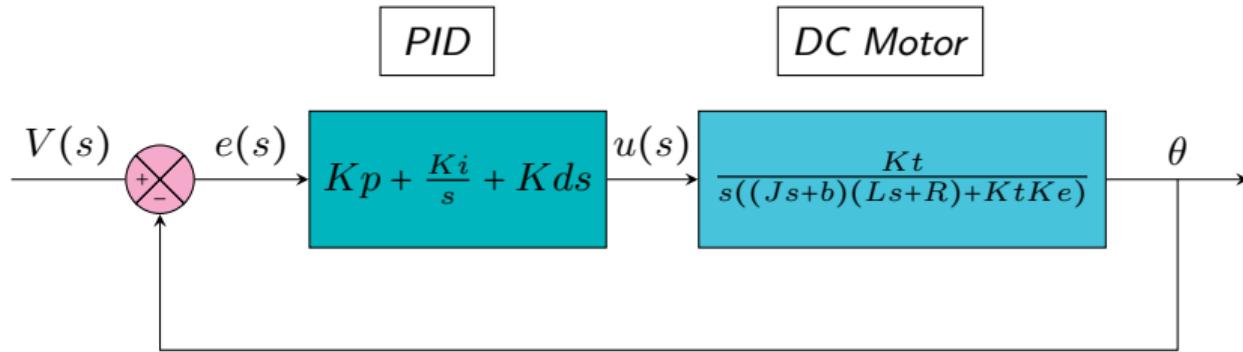
$u(s)$  : Sinyal kendali

$y(s)$  : Output sesungguhnya

# Diagram Blok Kendali PID Motor DC: Kecepatan

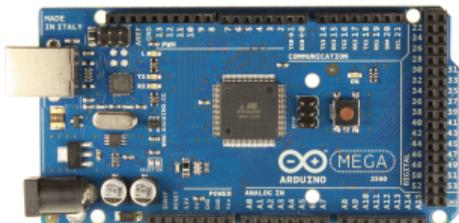


# Diagram Blok Kendali PID Motor DC: Posisi



# Sistem Mekanikal dan Elektrikal

# Komponen-Komponen Utama



Arduino Mega



Motor DC



Tachogenerator



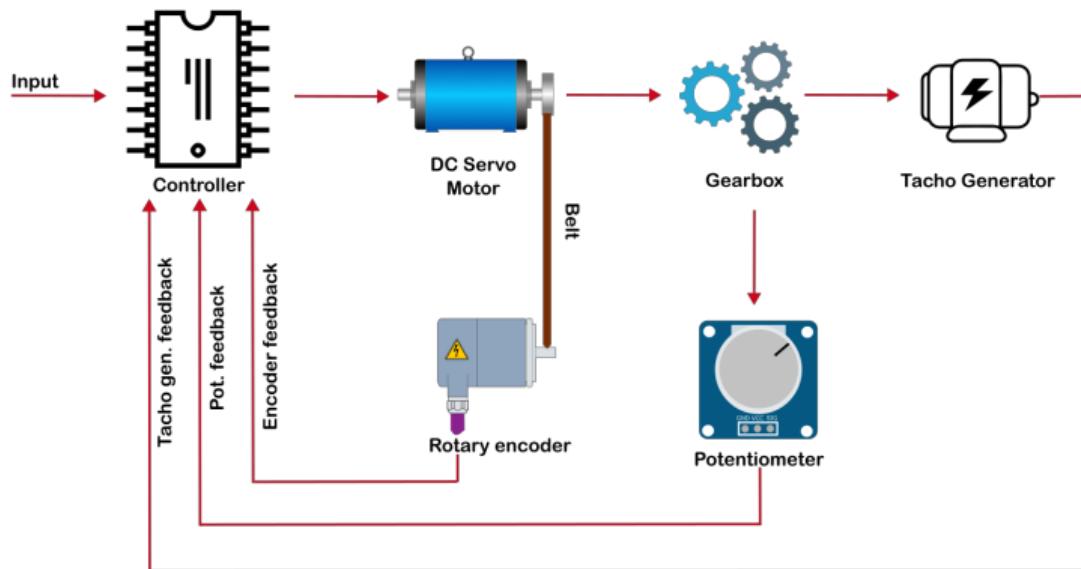
Potensiometer 360°



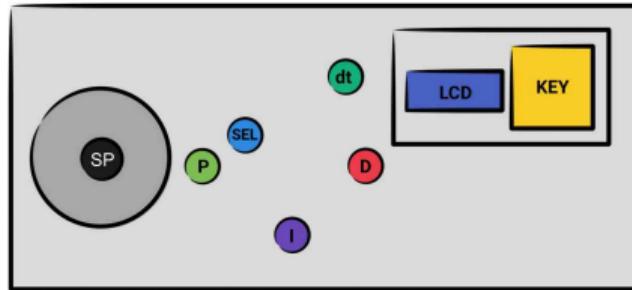
Rotary Encoder

# Diagram Sistem

Komponen-komponen utama kemudian disusun menjadi suatu sistem yang ditunjukkan pada diagram sistem seperti yang sudah ditunjukkan di awal.



# Konfigurasi Pin-Pin Arduino Mega

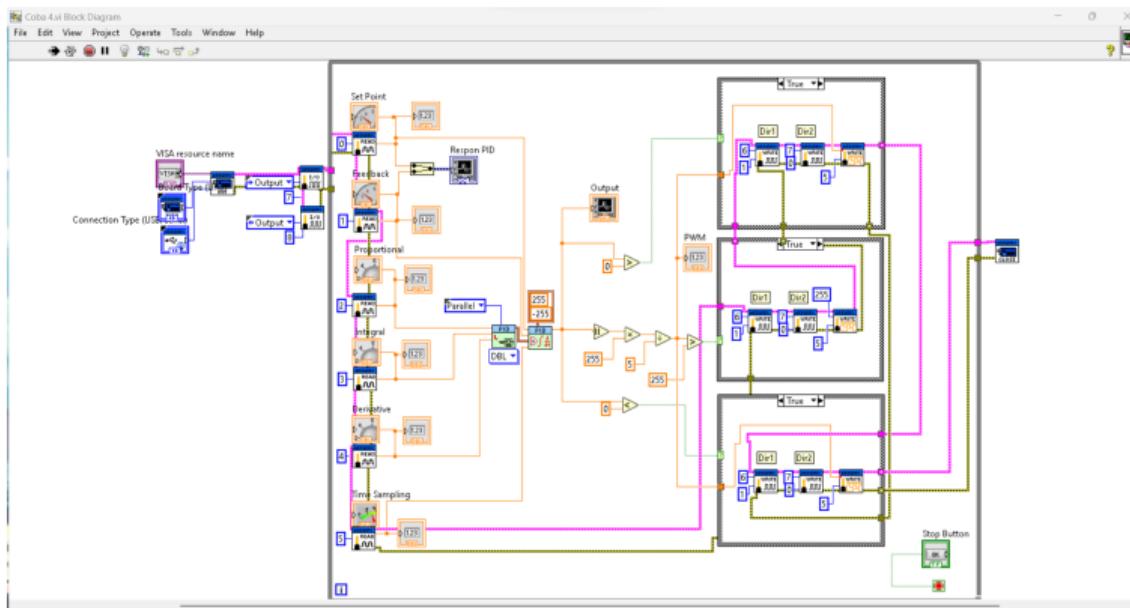


Kontroler

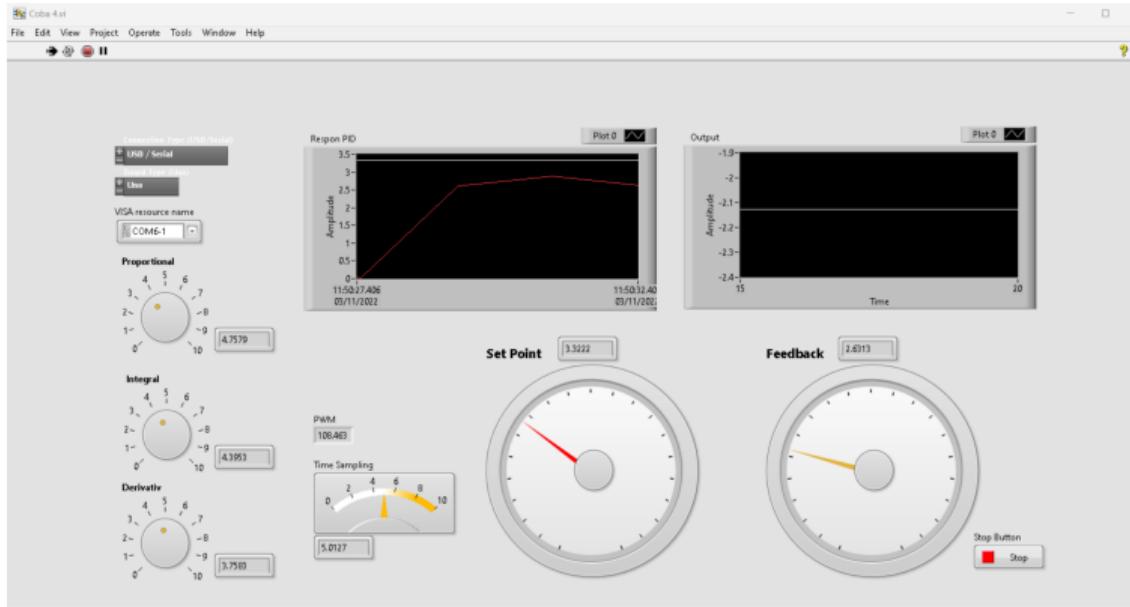
Input-Output	Fungsi	Pin
SP	Set Poin	A7
P	Proporsional	A5
I	Integral	A8
D	Derivatif	A6
SEL	Selector	34, 32, 30
dt	<i>Time Sampling</i>	A4
LCD	LCD	0, 1
KEY	Keypad	52, 50, 48, 46, 44, 42, 40, 38

# Desain GUI

# Diagram Labview

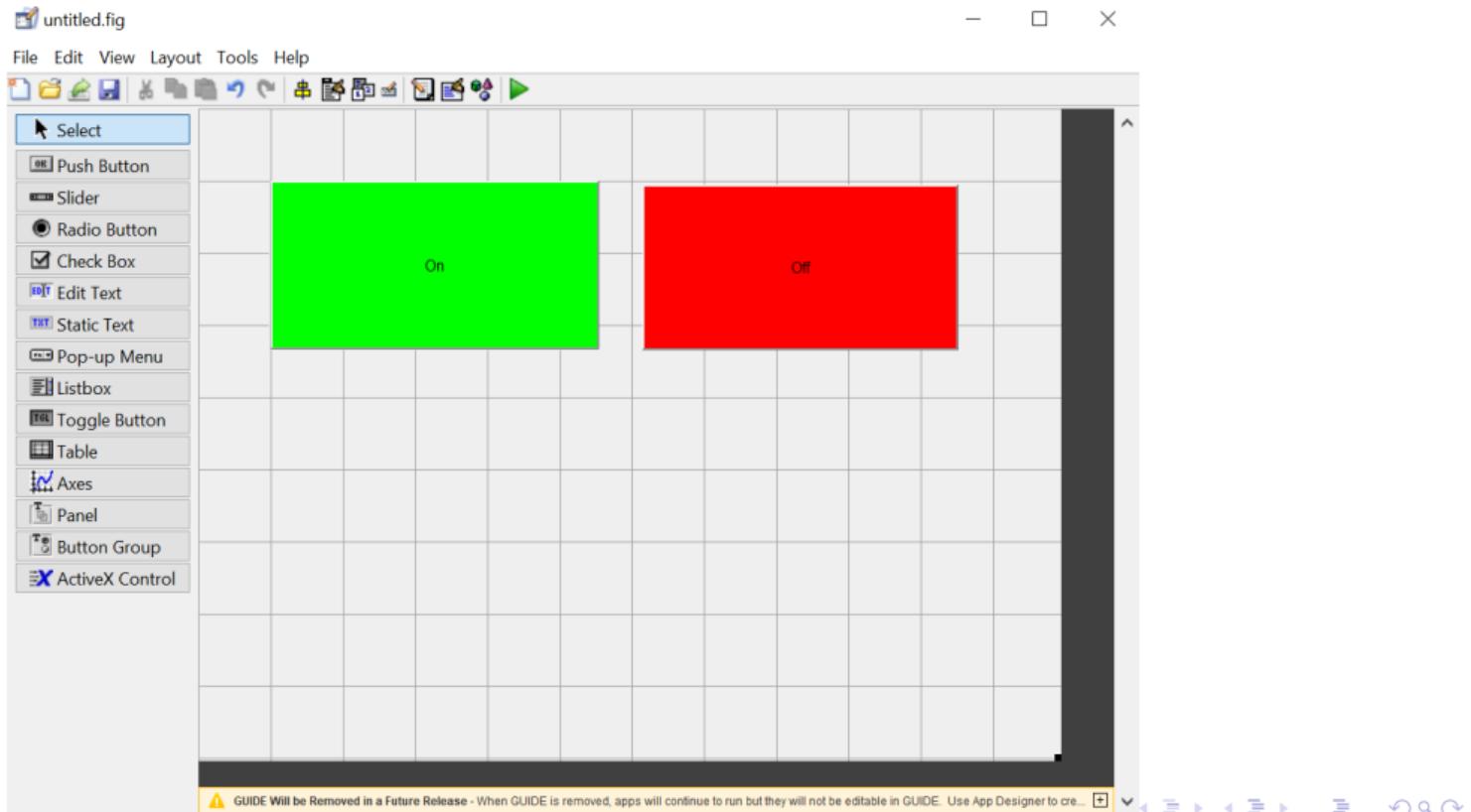


# Tampilan GUI Labview

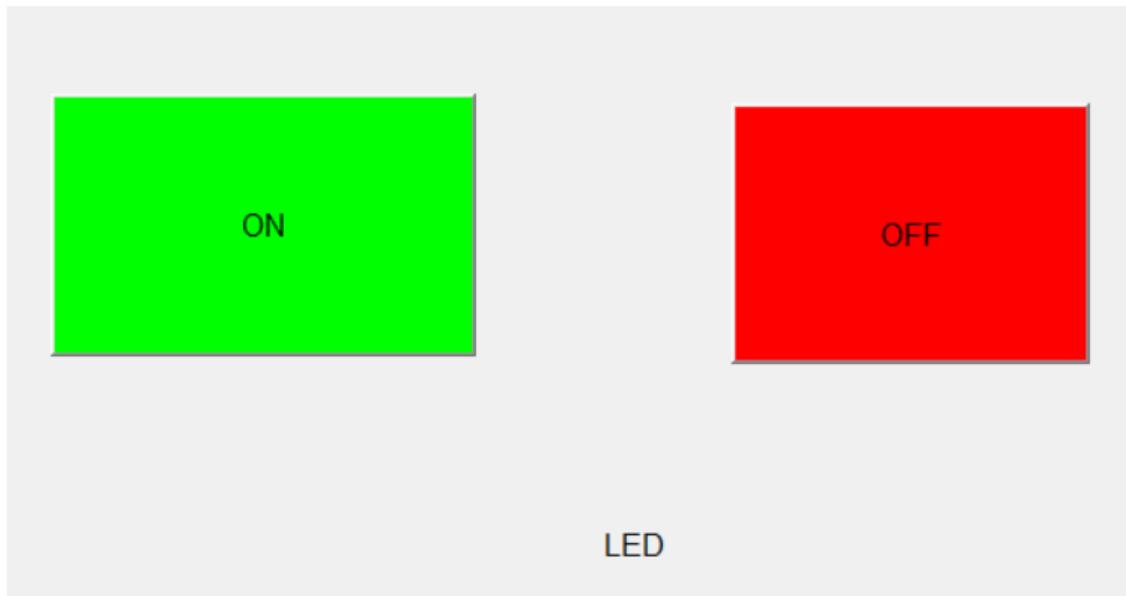


# Video LabView

# GUI Matlab-Arduino



# Tampilan GUI Matlab-Arduino



# Kode Program Pada Matlab

```
function varargout = LEDlagi2(varargin)
gui_Singleton = 1;
gui_State = struct('gui_Name',      mfilename, ...
    'gui_Singleton',   gui_Singleton, ...
    'gui_OpeningFcn', @LEDlagi2_OpeningFcn, ...
    'gui_OutputFcn',  @LEDlagi2_OutputFcn, ...
    'gui_LayoutFcn',  [], ...
    'gui_Callback',   []);
if nargin && ischar(varargin{1})
    gui_State.gui_Callback = str2func(varargin{1});
end

if nargout
    [varargout{1:nargout}] = gui_mainfcn(gui_State, varargin{:});
else
    gui_mainfcn(gui_State, varargin{:});
end

% --- Executes just before LEDlagi2 is made visible.
function LEDlagi2_OpeningFcn(hObject, eventdata, handles, varargin)
handles.output = hObject;
guidata(hObject, handles);
```

# Kode Program Pada Matlab

```
% --- Outputs from this function are returned to the command line.
function varargout = LEDlagi2_OutputFcn(hObject, eventdata, handles)
varargout{1} = handles.output;
clear all;
global a;
a = arduino;

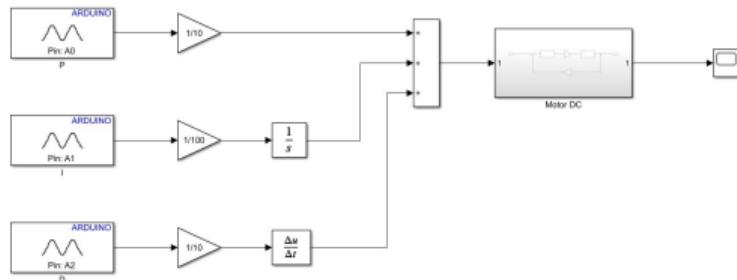
% --- Executes on button press in pushbutton1.
function pushbutton1_Callback(hObject, eventdata, handles)
global a;
writeDigitalPin(a, 'D9',1);

% --- Executes on button press in pushbutton2.
function pushbutton2_Callback(hObject, eventdata, handles)
global a;
writeDigitalPin(a, 'D9',0);
```

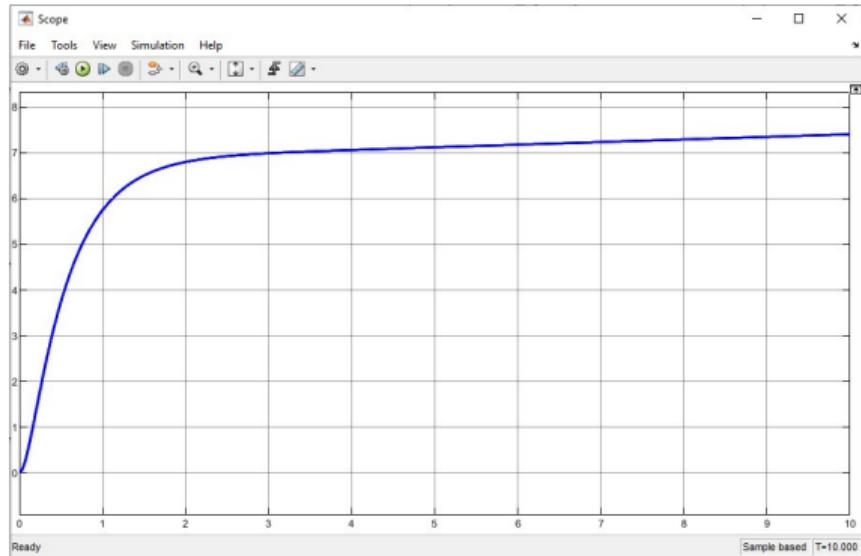
# Video Simulasi GUI Matlab-Arduino

# Interface PID Controller on Arduino Board With Simulink

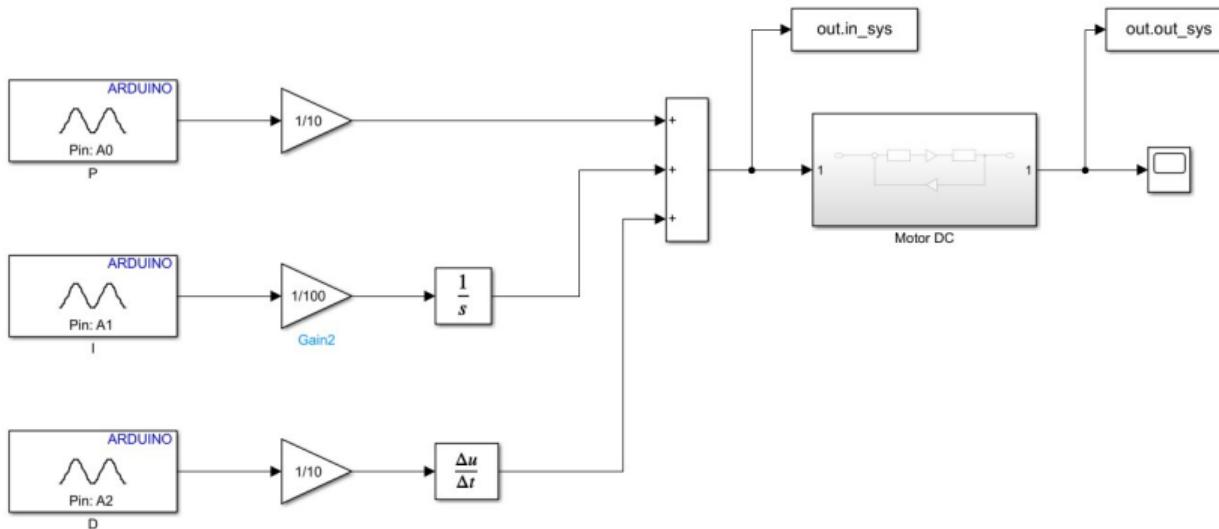
## Blok Simulink



## Hasil

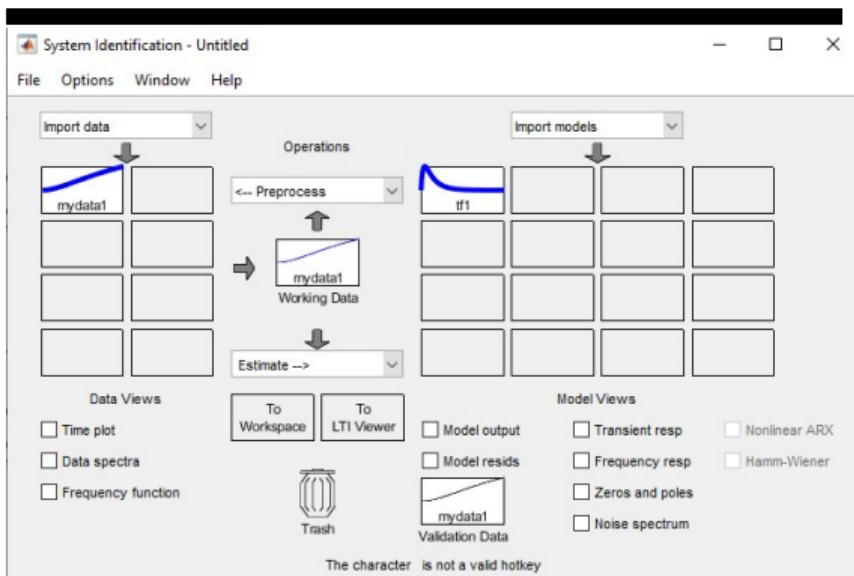


# Identifikasi Sistem Pada Simulasi Arduino-Simulink

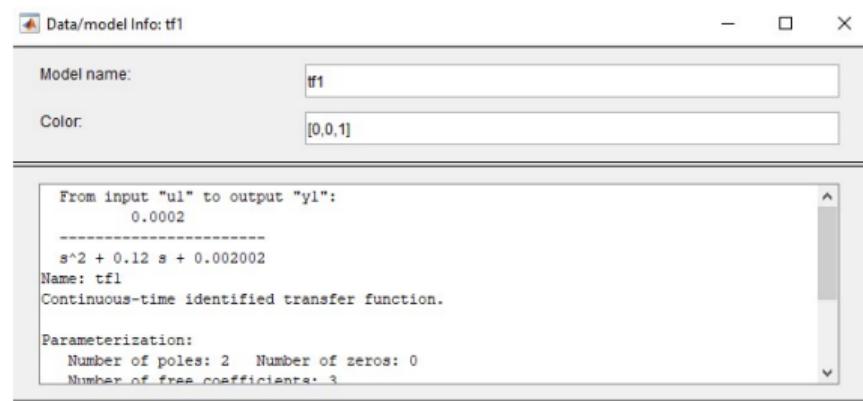


# Proses Identifikasi Sistem

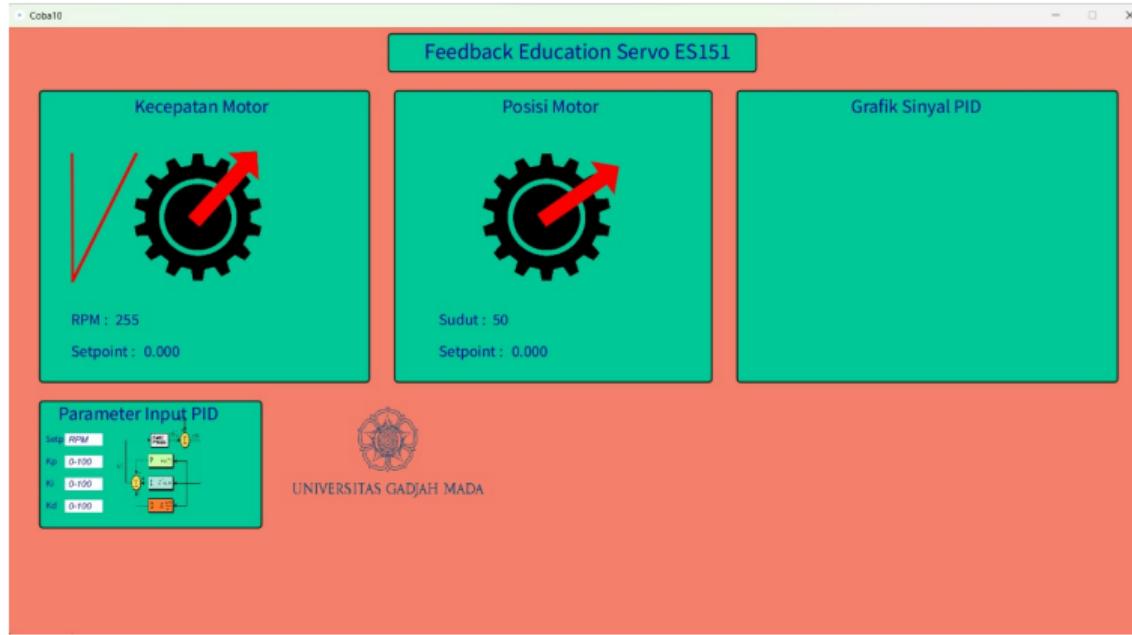
## Identifikasi Sistem



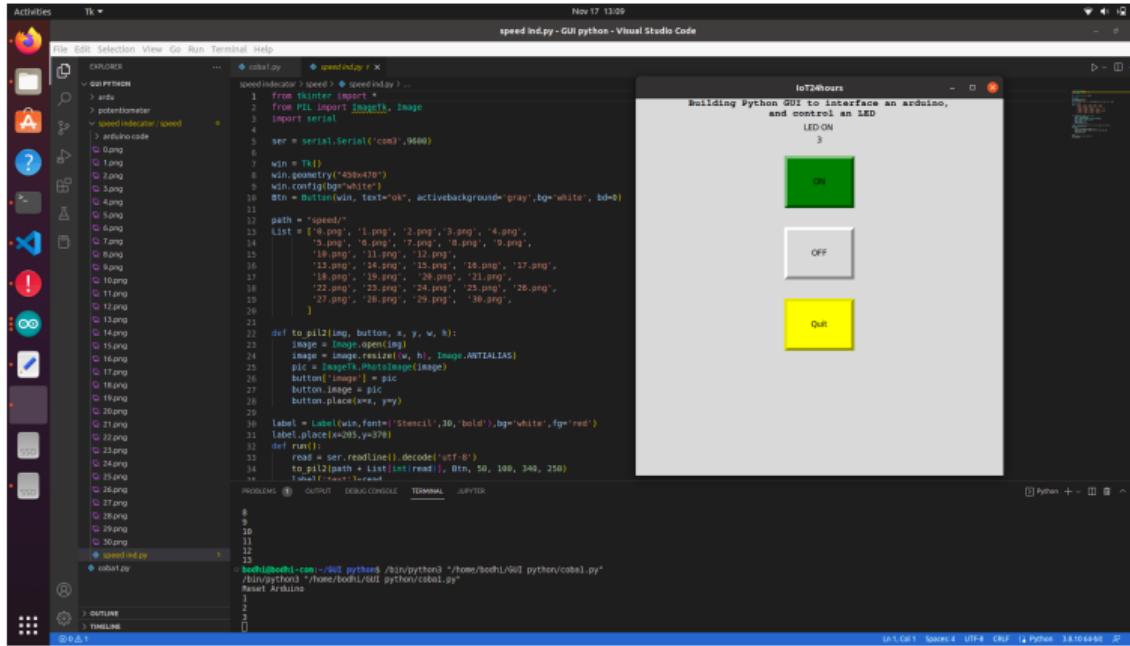
## Hasil Transfer Function



# GUI Processing



# GUI Python TKinter



The screenshot shows a Linux desktop environment with several windows open:

- Visual Studio Code (Left Window):** The title bar says "speed.indy - GUI python - Visual Studio Code". The code editor displays Python code for a Tkinter application named "speed.indy.py". The code uses PIL to load images and Tkinter to create a window with three buttons: "ON", "OFF", and "QUIT". It also includes a serial port connection to an Arduino.
- Tkinter Application (Right Window):** The title bar says "IoT24hours". The window displays a green square labeled "ON", a white square labeled "OFF", and a yellow square labeled "QUIT".
- Terminal (Bottom):** The terminal window shows the command "bohdihedih@bohdihedih:~/git/python\$ /bin/python3 /home/bohdihedih/GUI python/cobal.py" being run, followed by the message "Reset Arduino".