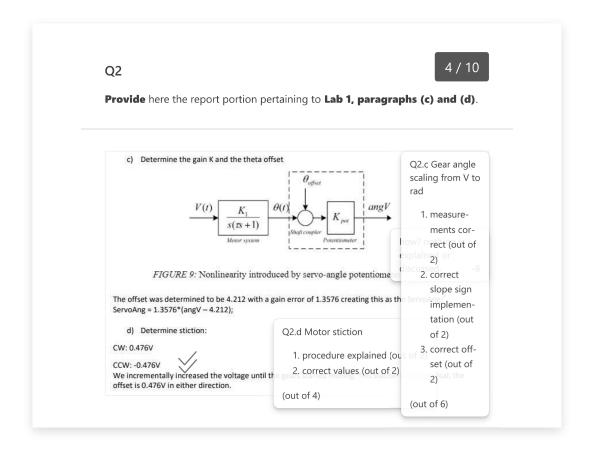
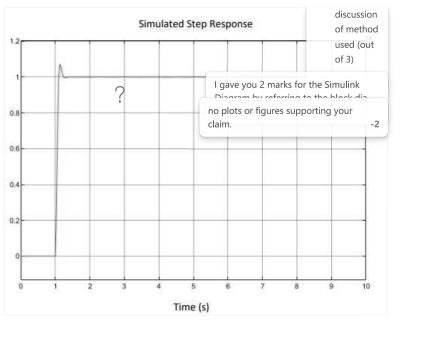
My grades for F2023.ECE484 Lab 1 Report

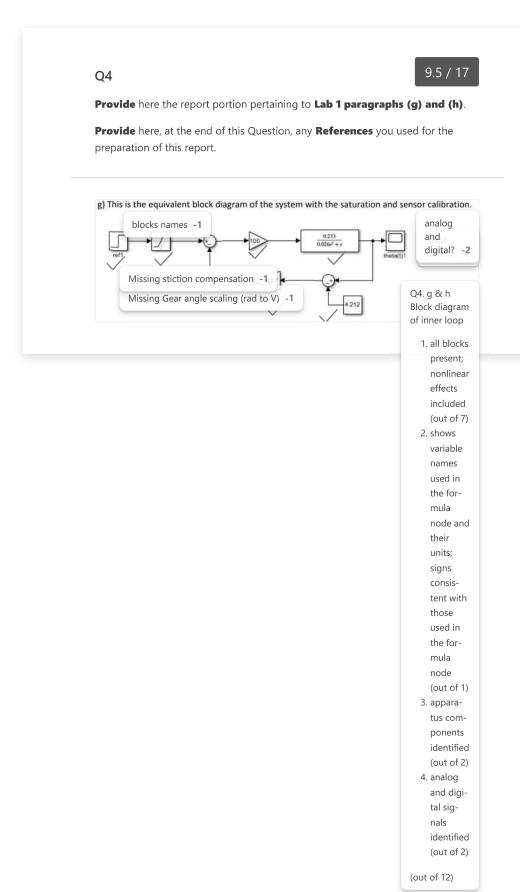
Include the signed Declaration of Auth actual signature must be included; <i>a typed substitute</i> .	•
We acknowledge and promise that: (a) We are the sole authors of this lab files/code. (b) This work represents our original (c) We have not shared detailed anal computer code, or Simulink diagration of the computer student of ECE other student access any part of the computer of the co	work. It is preported from any other students at lab reports from any other lab work. It is wo



Q3 Provide here the report portion pertaining to Lab 1 paragraphs (e) and (f). e) Sdf The motor model is as follows: $s(\tau s + 1)$ We increased the what C? to get an overshoot while keeping motor voltage under 6V, which is its max. The response peaks at u.137s after the step and overshoots by 7.5%. The transfer function of the system would then be: $100K_{1}$ $100K_1$ $100K_{1}$ $= \frac{\overline{\tau s^2 + s}}{\underline{100K_1 + \tau s^2 + s}} = \frac{100K_1}{\tau s^2 + s} \underbrace{\tau s^2 + s}_{\tau s^2 + s} = \frac{100K_1}{\tau s^2 + s + 100K_1}$ 1. $\omega_n = \sqrt{\frac{100K_1}{\tau}}$ 2. $\omega_n = \frac{1}{2\tau\zeta}$ 3. $T_p = \frac{\pi}{\frac{W}{\eta\sqrt{1-\zeta^2}}}$ $\zeta = 0.63615$ $\omega_n = 29.72$ $\tau = 0.0264$ Q3.e Motor modeling 1. explanation of 1. Plugging in 7.5% for %OS allows us to solve damping ratio as 0.6362how cl Plug damping into 3 with Tp which is 1.37s gives a natural frequency of 29.72 3. This then allows us to solve tau which is 0.0264 rad/(Vs) stabilized (out of 2) For lab 2, you may use the average of your Cannot give any point 2. sampling station. work as you don't show rate stated discussion of what you Station 7 (out of 1) if or answers. 3. sample K1 = -2.0513 rad/(Vs)check the comment in You have an idea ab calculatau = 0.0203 sder systems but not tions insystem here. cluded (out of 3) 4. valid choices of test parameters (out of 3) 5. results for K1 and tau correct (out of 3) 6. experimental plots, including motor out voltage to show it did not saturate (out of 2) 7. several sets of measurements with different parameters taken (out of 2) 8. explanations and







```
====== USER INTERFACE TEMPLATE ======== */
  /* Insert below the code for your scaling, saturation block, and controllers.*/
 /* Variables may be declared on the box border, as shown for the input
"Tms" and the output "BallPosn". Variables can also be declared inline as was done for "Temp1". */
float Temp1;
float eGearAng:
/* Shift registers permit previous values of variables to be saved.

The output variable "e" is wired to a shift register input on the For Loop border.
The inputs "e1" and "e2" are wired to the corresponding shift register outputs.
"e1" holds the value of "e" from the previous iteration and "e2" holds the value of "e1" from the
previous iteration. */
/* Place your sensor SCALING here */
/* NO scaling is provided for the demo */
BallPosn = posV; /* V to V */
ServoAng = 1.3576*(angV - 4.212); /* V to V */
/* SCALING end */
if (Loop < 3) /* all shift registers cleared after 3rd iteration; this statement initializes the shift registers
  \{u=e=ThRef=posV=angV=ServoAng=BallPosn=0;\}
else
if (Manual) /*manual motor voltage control*/
  { u = MotV:}
   else /*control algorithm*/
/* CAUTION: DO NOT load the output of a nonlinear block (e.g., saturator, offset) into a SHIFT REGISTER,
to avoid introducing a nonlinearity into your controller loop. Create separate variables to hold nonlinear
/* Place your outer loop BALL POSITION CONTROLLER below */
BallPosn = 0; // REMOVE this line when the ball is being used on the beam
/* Place your gear angle SATURATOR below */
if (ref > 0.7)
                                  no, you don't change the output speci-
{ref = 0.7;}
else if (ref < -0.7)
                                  fied from the ref. generator. You gener-
{ref = -0.7;}
                                  ate another signal, call it Theta_sat or
*/
/* Place your inner loop GEAR
                                  something, and that can be saturated.
 u = 100*(ref - ServoAng);
                                  You don't change your input signal val-
                                  ues as this might result in 'inconsisten-
                                  cies' in real-life when working on a
                                  project with other engineers.
                                                                                        -0.5
/* ThRef, ThRef1, e, e1 are presu
However, they will be necessary (at a minimum) when the controllers will be implemented. */
                         References provided by email
```