



- [Start Here](#)
- [Rules](#)
- [Tips](#)
- [Robots](#)
- [Something else](#)
- [Blogs](#)
- [Reviews](#)
- [Challenges](#)
- [Forums](#)
- [Shop](#)
- [LMR 3D print club](#)
- [About](#)
- [Merchandise](#)

[Home](#)

How to use a quadrature encoder

Login or register to post comments [by OddBot](#) [Collected by 46 users](#)
[sensor](#), [rover](#), [rotation](#), [Encoder](#), [quadrature](#), [measure](#)
[Tip/walkthrough](#)



By [OddBot](#)
 @ January 3, 2011
 measures speed / distance



A quadrature encoder, also known as an [incremental rotary encoder](#) measures the speed and direction of a rotating shaft. Quadrature encoders can use different types of sensors, optical and hall effect are both commonly used. The photo shows inside of a [Rover 5](#) gearbox. There are two IR sensors on the PCB that look at the black and white pattern on one of the gears. No matter what type of sensors are used the output is typically two square waveforms 90° out of phase as shown below.

Search

[Search page](#)

User login

Username: *

Password: *

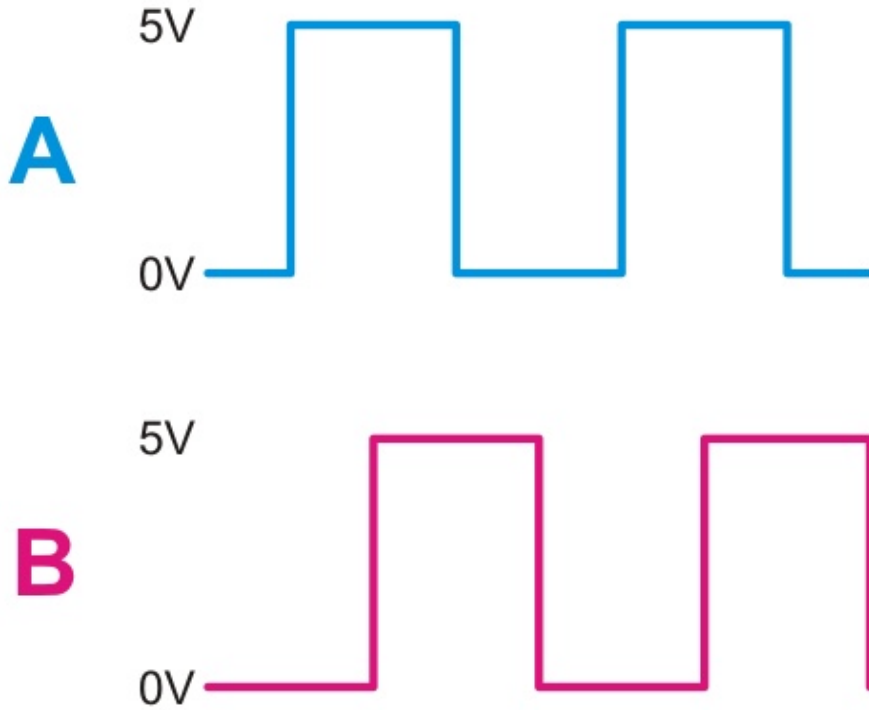
[Log in](#)

- [Create new account](#)
- [Request new password](#)

[Log in using OpenID](#)

Recent blog posts

- [PlayStation 2 Touchscreen Robot Remote](#)
- [Hello LMR Community!](#)
- [the amp still working on it.](#)
- [The 3 'R's' - Rethinking my Requirements for a Rover....](#)
- [Life in the FAST Lane!](#)
- [Image processing based robot using MATLAB and Simulation using Proteus ISIS](#)
- [The case for lurking on LMR before starting on a large \(ish?\) robotics venture...](#)
- [pwm 1KHz](#)
- [Santander Award](#)
- [Pushing the limits with encoders](#)



If you only wish to monitor the speed of rotation then you can use either output and simply measure the frequency. The reason for having two outputs is that you can also determine the direction of shaft rotation by looking at the pattern of binary numbers generated by the two outputs.

Depending on the direction of rotation you will get either:

00 = 0
01 = 1
11 = 3
10 = 2

or

00 = 0
10 = 2
11 = 3
01 = 1

By feeding both outputs into an XOR gate (exclusive OR) you will get a square wave with twice the frequency regardless of direction. This can be useful as it allows one interrupt pin to monitor both encoder inputs.

Recently submitted links:

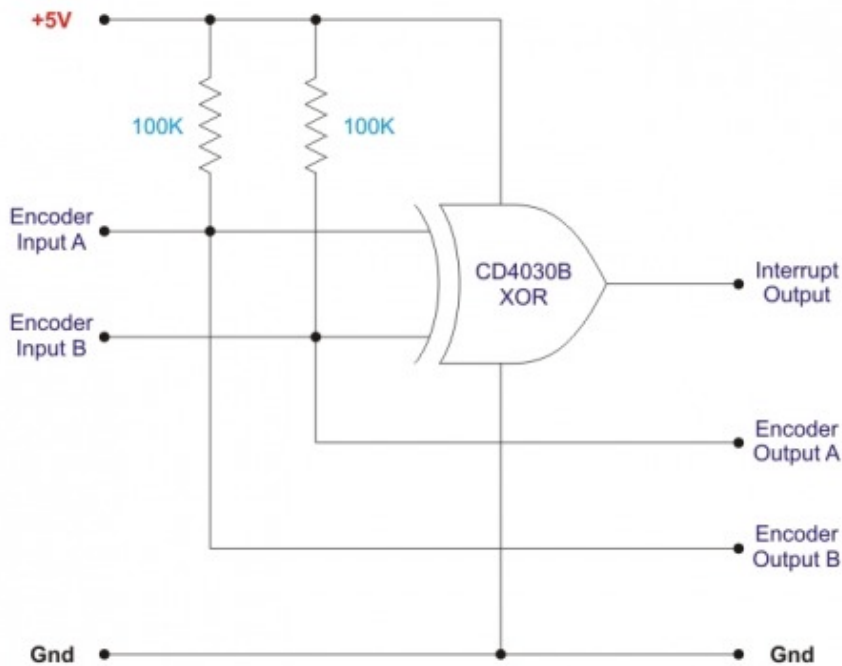
- [Robot Cowboys](#)
- [Build a Hot Air desoldering station](#)
- [Preorder the new Beetle](#)
- [Restech's robotshop](#)
- [Programming your Robots](#)
- [EZ-Robot](#)
- [Go and get a Nove Basic Kit for free \(ending Nov. 6th, 2013\)](#)
- [This makes me want to go live with FritsL](#)
- [Kids, this is what happens when you don't specify your components properly](#)
- [Great series of articles on microcontroller programming](#)

Who's online

There are currently 26 users and 25 guests online.

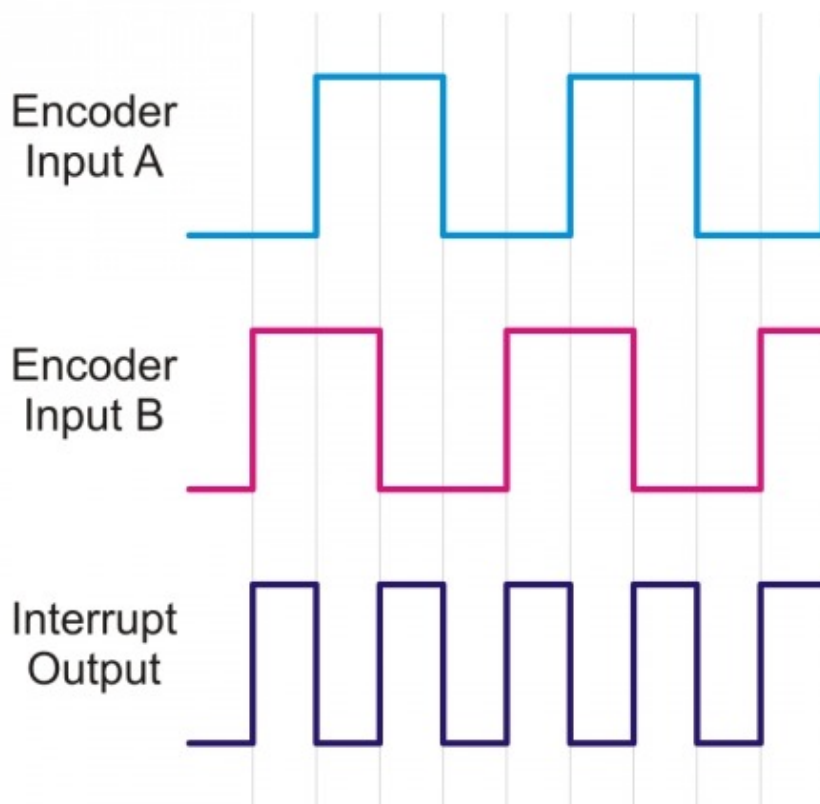
Online users

- [fhareide](#)
- [windy42](#)
- [Yahmez](#)
- [Dan M](#)
- [Duane Degn](#)
- [OddBot](#)
- [martinrobotika](#)
- [TitiMoby](#)
- [mogul](#)
- [ignoble gnome](#)
- [Ko](#)
- [Brassfly](#)
- [Ladvien](#)
- [birdmun](#)
- [kariloy](#)
- [dimanyci](#)
- [ossipee](#)
- [jinx](#)
- [kcartani](#)
- [viswesh713](#)
- [MDH](#)
- [Milan Adhikari](#)
- [Photolong](#)
- [sanc04](#)
- [gamex](#)
- [mogul](#)



Quick links

- [LMR on Google+](#)
- [LMR on Facebook](#)
- [LMR on Flickr](#)
- [LMR on Twitter](#)
- [LMR Scrapbook](#)
- [Pages](#)
- [RSS feeds](#)



I was looking at how to write efficient code to convert these binary inputs into a simple "forward or backward" output. I ended up with a 2 dimensional array (matrix) that made the code quick and easy.

The binary values above convert to 0,1,3,2 or 0,2,3,1 depending on the direction. This pattern repeats continuously. By using the current value from the encoder to index one dimension of the array and the previous value to index the other dimension you can quickly get a -1, 0, or +1 output. My array looks like this.

Current Value

0 1 2 3

Old Value	0	0	-1	+1	X
	1	+1	0	X	-1
	2	-1	X	0	+1
	3	X	+1	-1	0

As you can see, if the value has not changed then the output is 0.

The sequence of 0, 1, 3, 2 gives an output of -1.

The sequence of 0, 2, 3, 1 gives an output of +1.

X represents a disallowed state and would most likely occur if the encoder outputs are changing too quickly for your code to keep up. Normally this should not happen. In my code I put a 2 here. When I get an output of 2 I know that I got an error, perhaps due to electrical noise or my code being too slow. If you replace X with 0 then the disallowed state will be ignored.

In my Arduino code I make this a 1 dimensional array. that looks like this:

```
int QEM [16] = {0,-1,1,2,1,0,2,-1,-1,2,0,1,2,1,-1,0}; // Quadrature Encoder Matrix
```

To read the array my index is: Old * 4 + New

So my code reads like this:

```
Old = New;
New = digitalRead (inputA) * 2 + digitalRead (inputB); // Convert binary input to decimal value
Out = QEM [Old * 4 + New];
```

Good luck and enjoy.

Comment viewing options

Threaded list - expanded Date - newest first 10 comments per page Save settings

Select your preferred way to display the comments and click "Save settings" to activate your changes.

By [Hyvok](#)

@ Tue, 2012-07-10 14:03