



# DC Motors

## Making things move

Keith Chester

@thekeithchester



<https://github.com/hlfshell/DC-Motors---Making-Things-Move>



# Who am I?

- Degree in Robotics Engineering
- Runs Hardware Projects for Fusion Marketing
- Programmer
- Friendly neighborhood maker
- Organizer of node.jSTL, jSTL, Code for the People



hlfshe11



thekeithchester

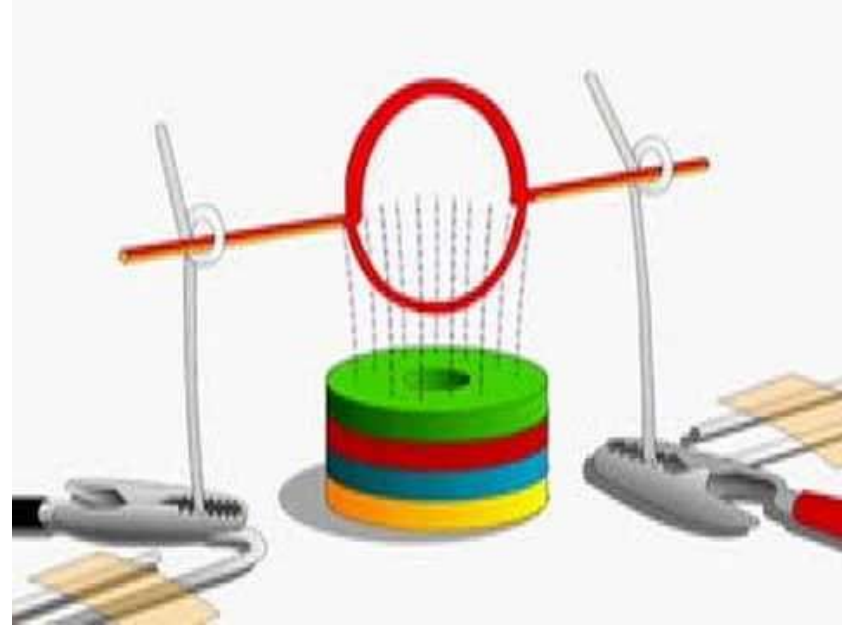
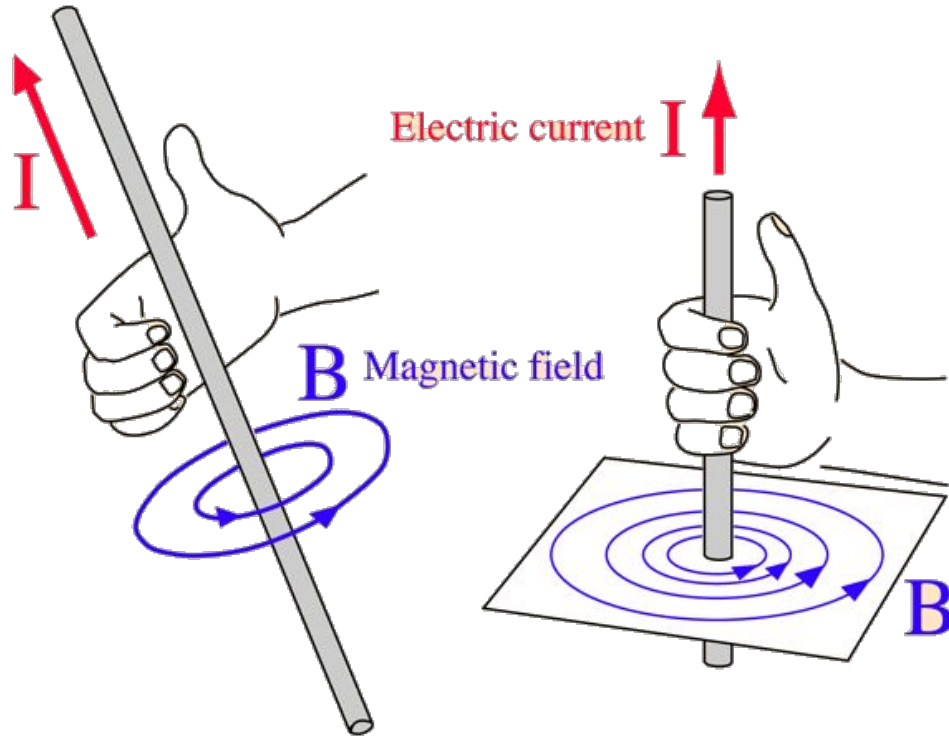


<https://stltech.herokuapp.com>  
keithchester

# What are we covering?

- Brushed DC Motors
- Controlling Motors
- Servo Motors
- Torque
- Positional Feedback
- Stepper Motors
- Brushless DC Motors
- *Calculating what motor we need*

# The core concept - the simplest little motor



# Brushed DC Motors



# Brushed DC Motors

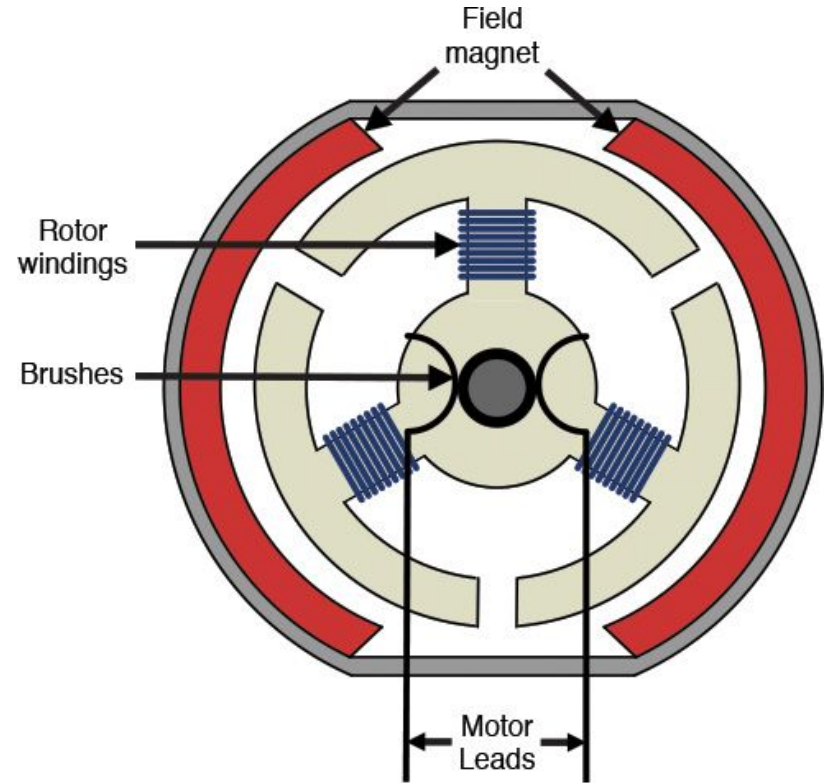
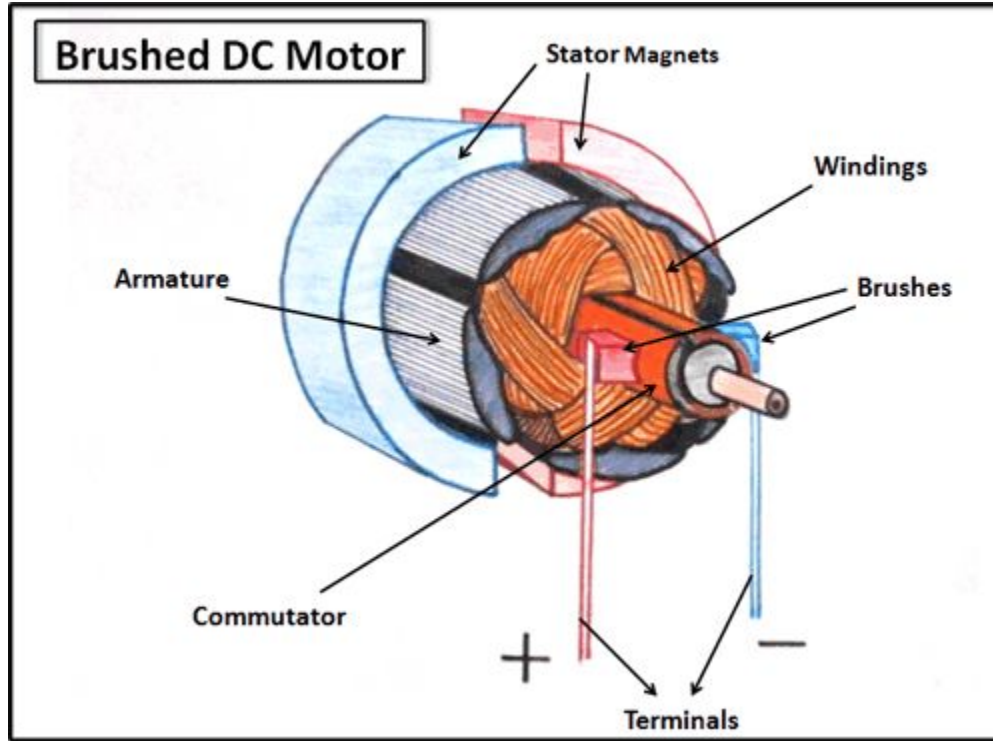
## PROS

- Easy to control
- Easy to manufacture and thus cheaper
- Very common

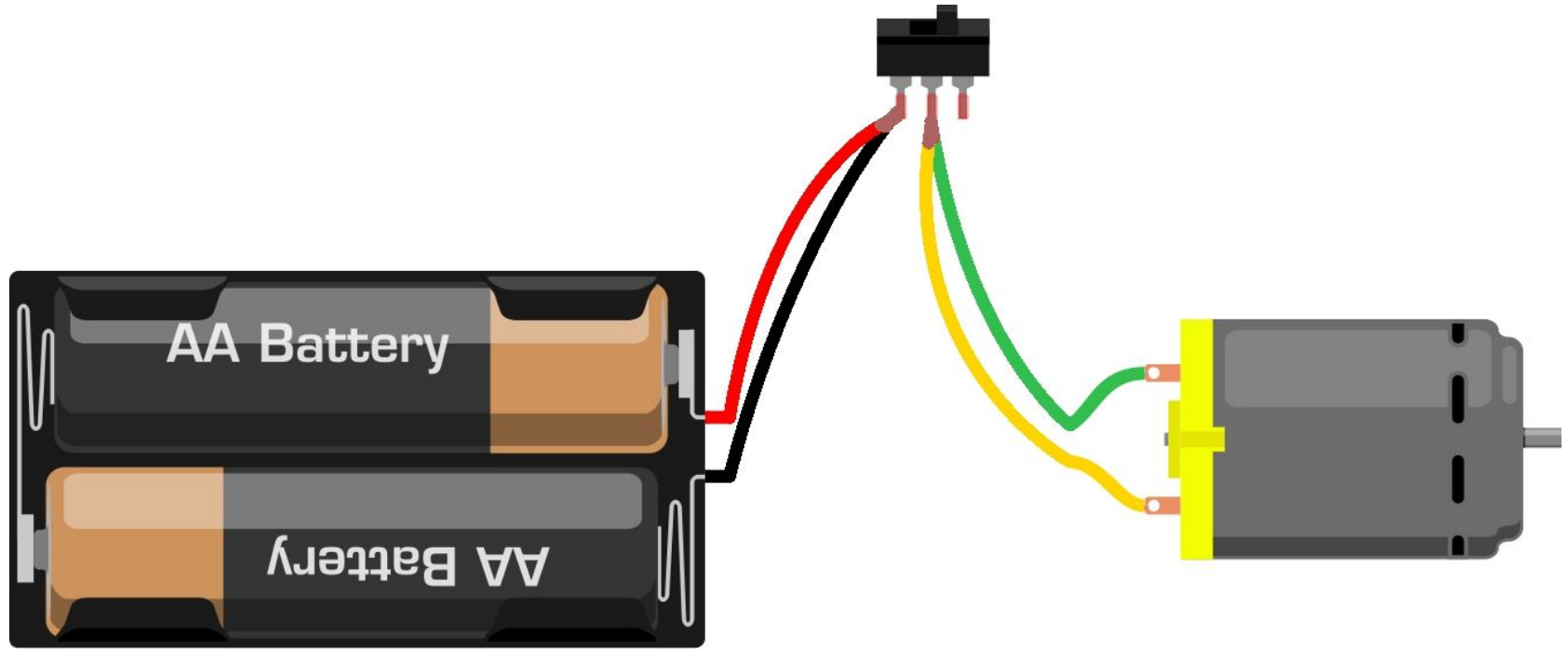
## CONS

- Limited total lifespan or required maintenance due to brushes
- Not as efficient

# Brushed DC Motors - structure

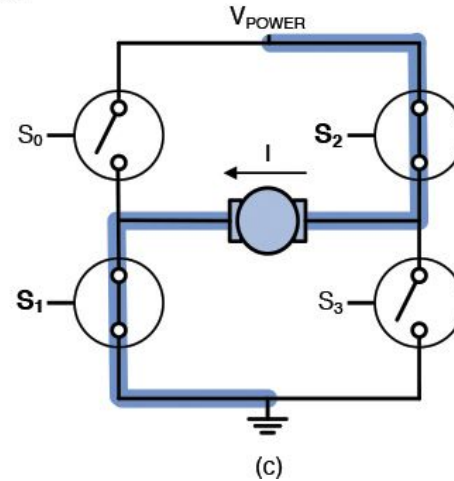
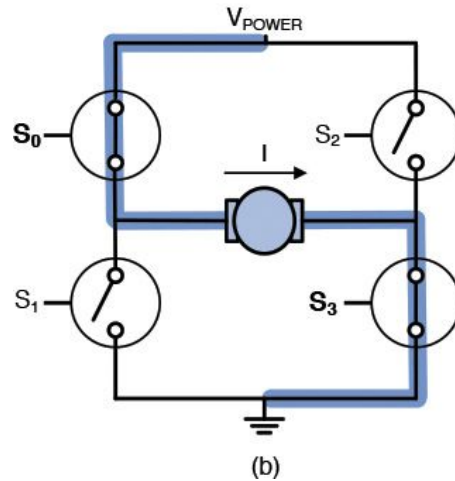
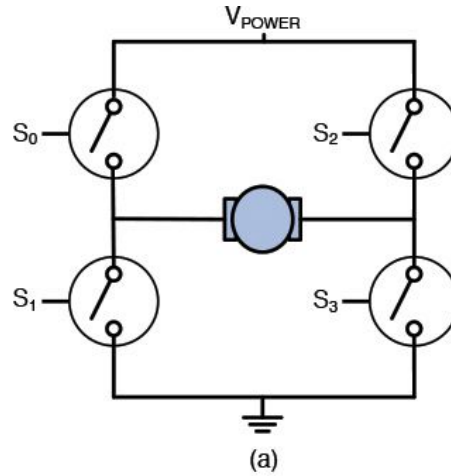


# Controlling DC Motors - simple

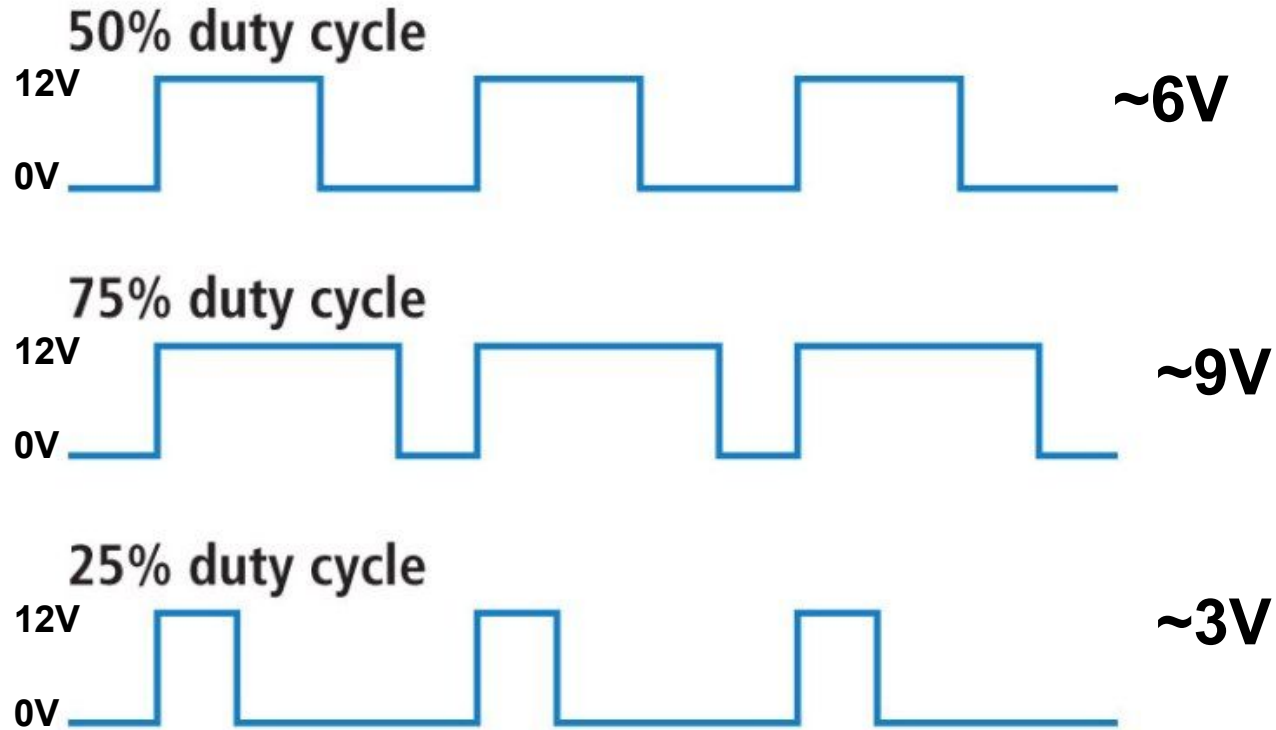




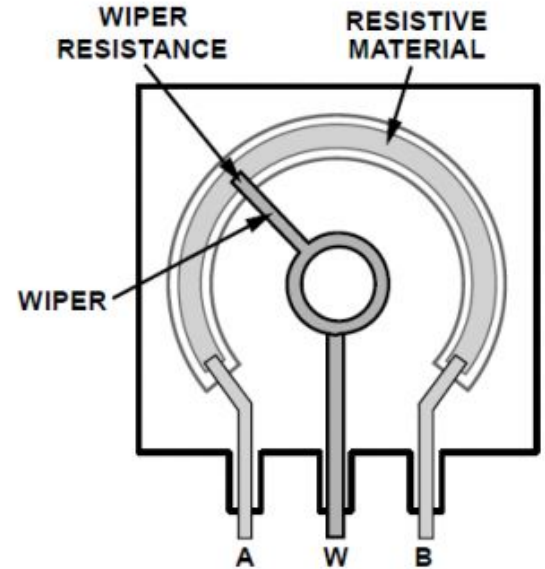
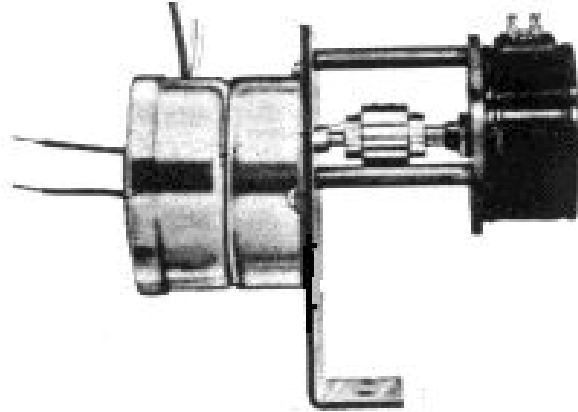
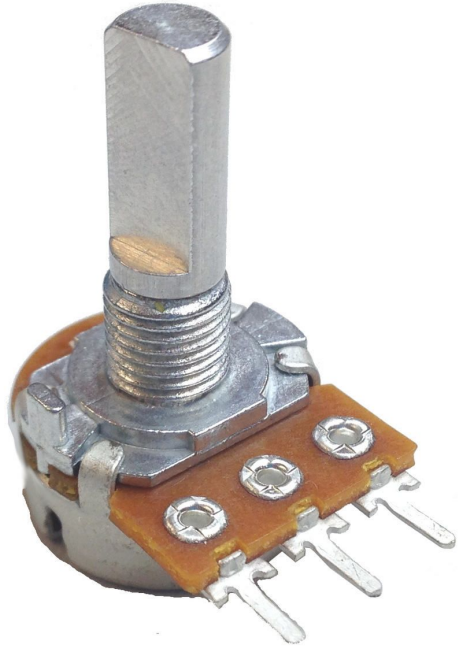
# H-Bridges



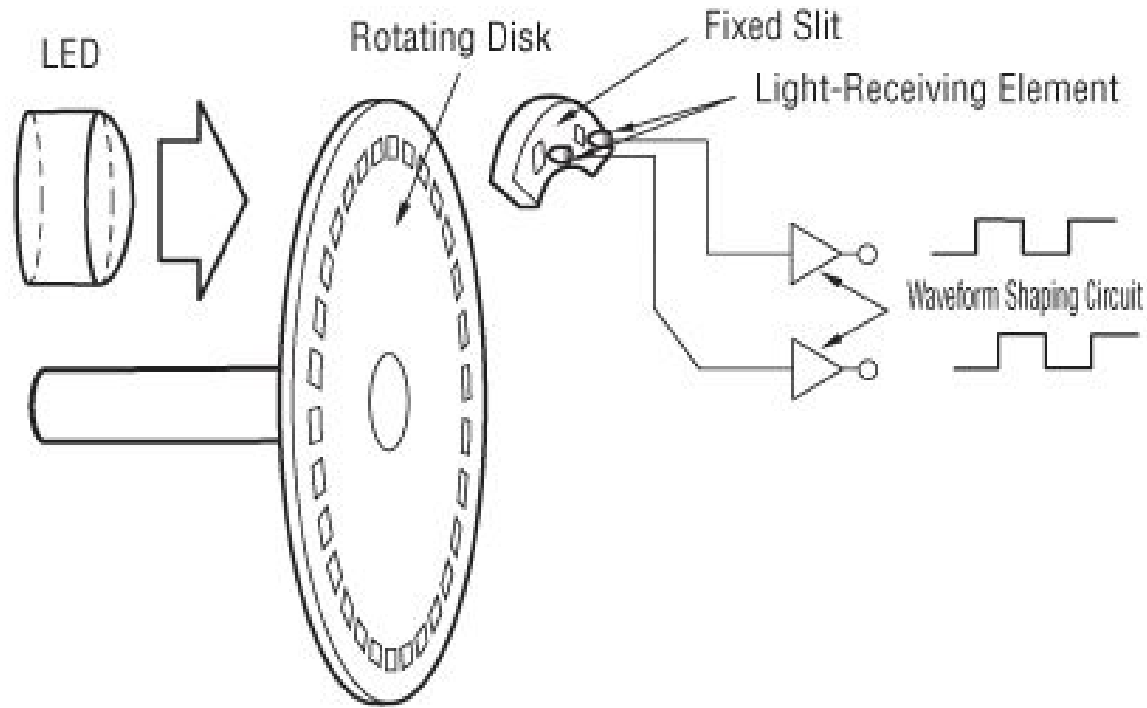
# Pulse Width Modulation (PWM)



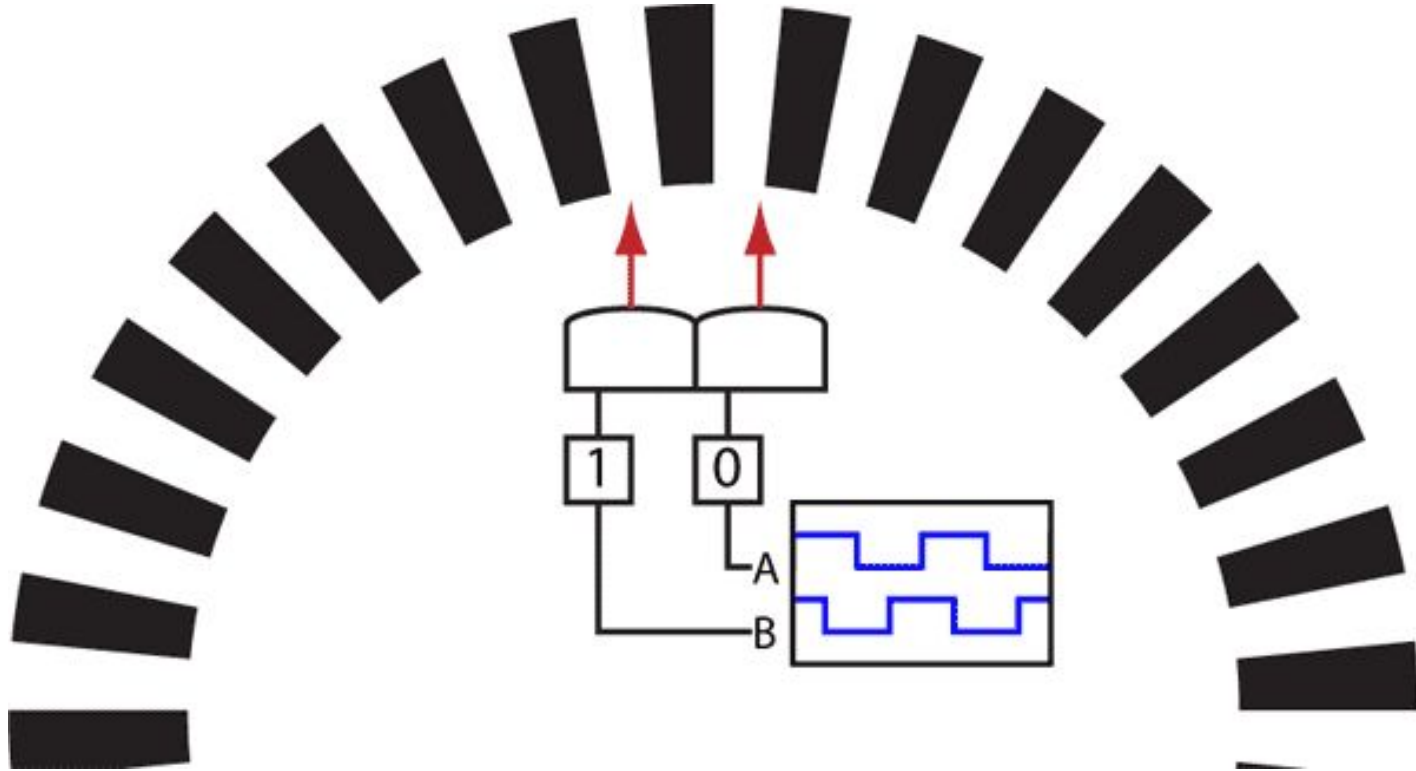
# Positional Feedback - Potentiometers



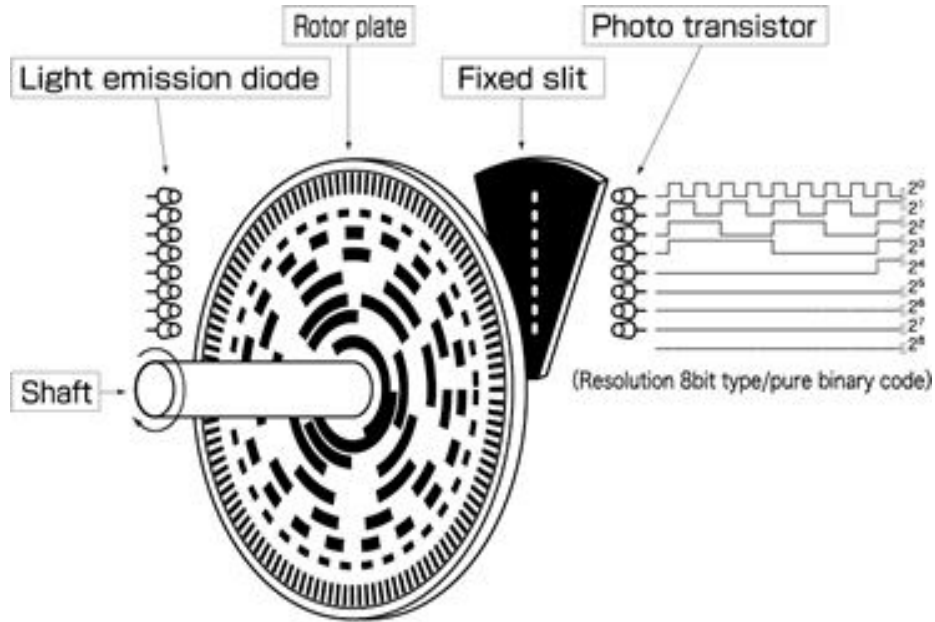
# Positional Feedback - Encoders



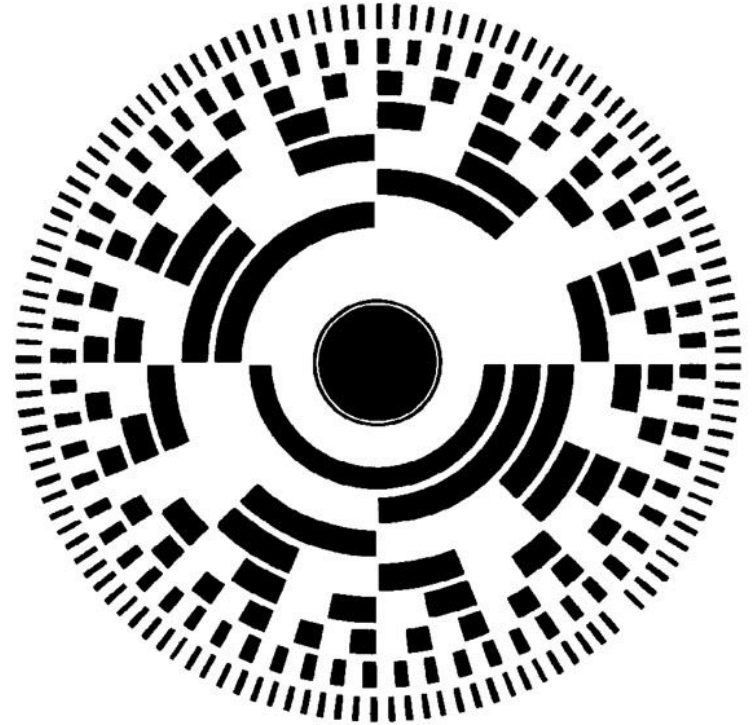
# Quadrature Encoders



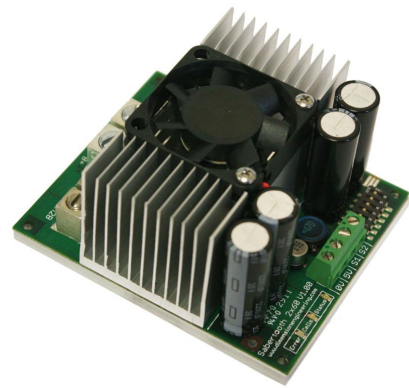
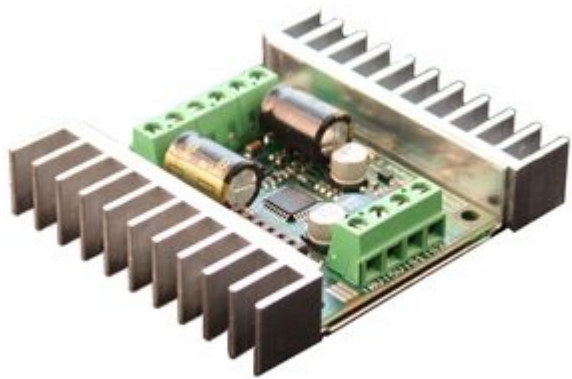
# Absolute Encoders



Absolute Encoder Simplified Structure



# Motor Controllers



# Servo

*noun* - sərˈvō -

An electrical motor with *integrated* positional feedback and control systems

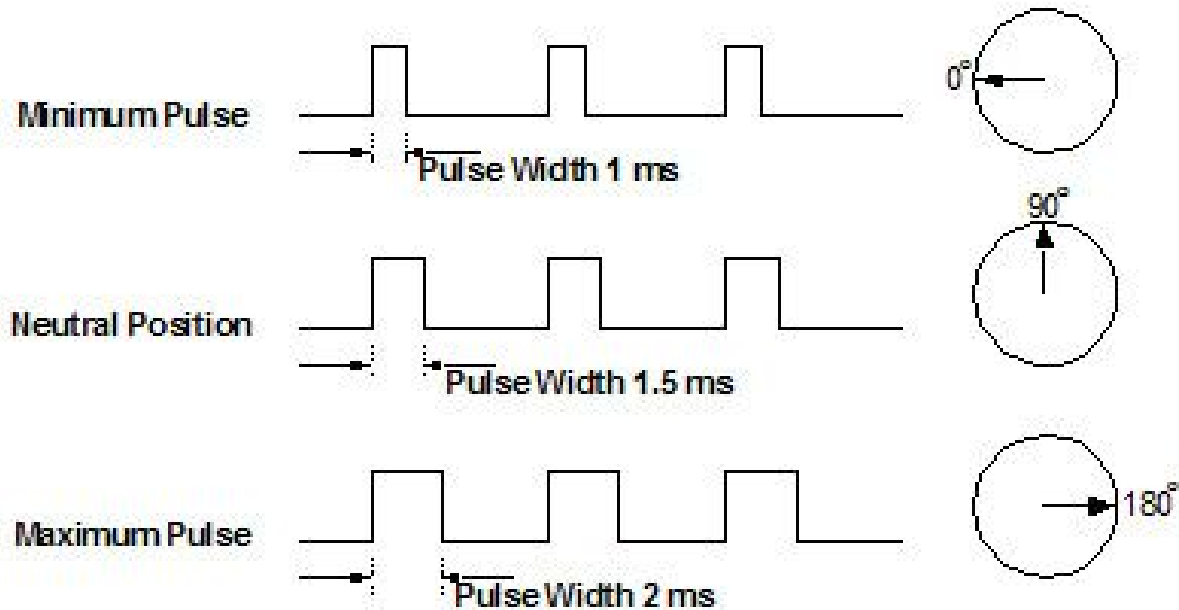


# Hobby Servos

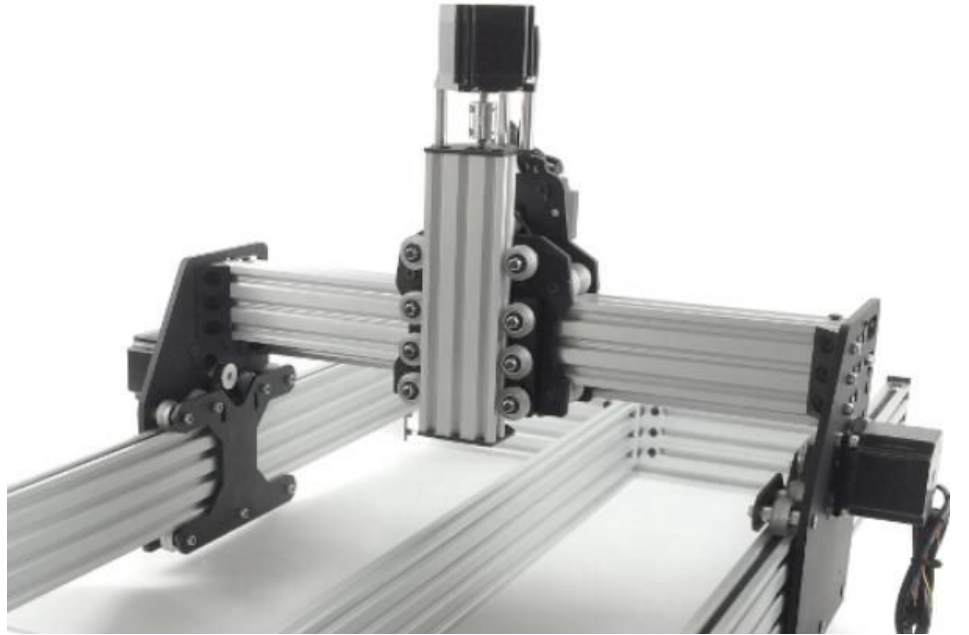
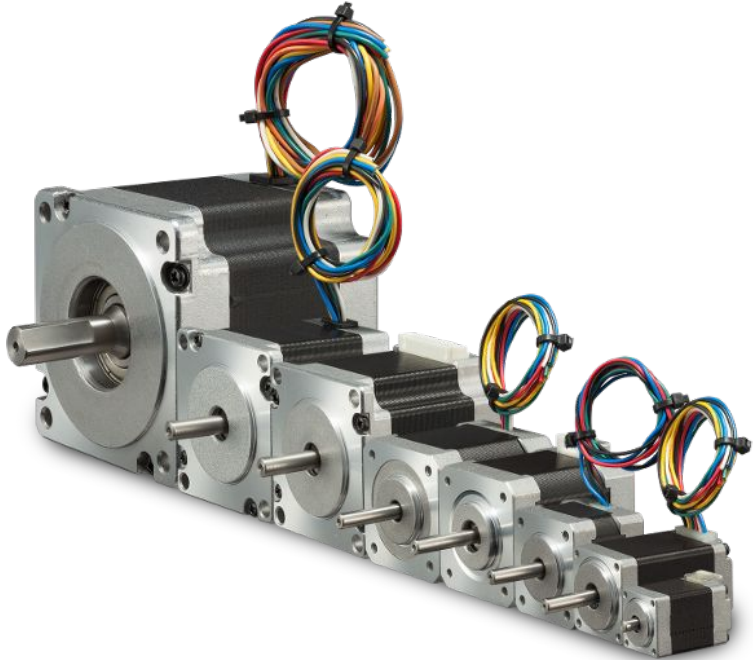


from Sparkfun

# “Servo signal”



# Stepper Motors



# Stepper Motors

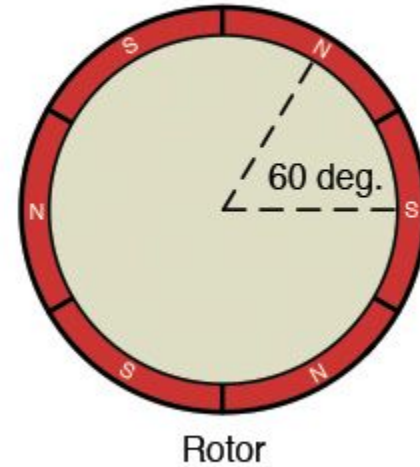
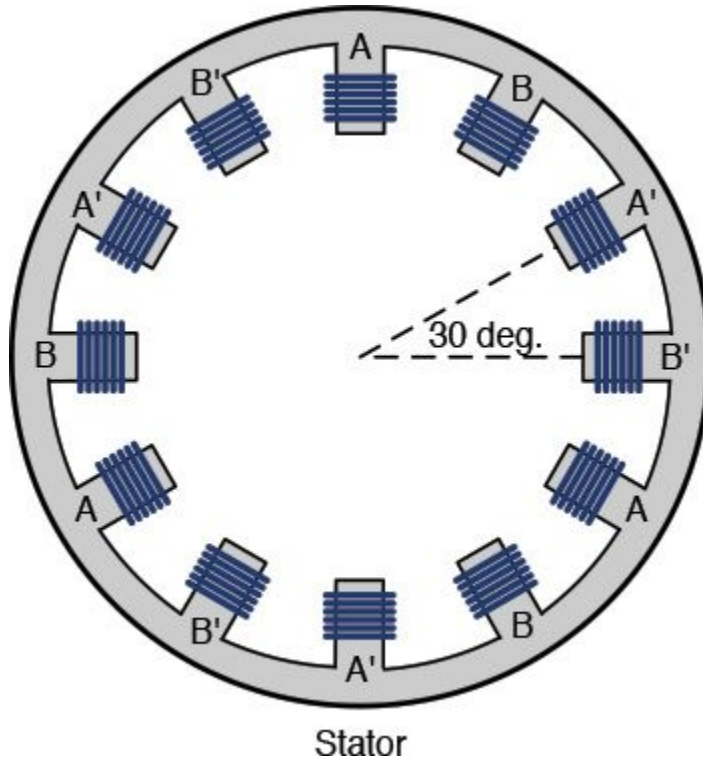
## PROS

- Precision Movement Control
- Easy to control movement
- Cheap due to 3d printers

## CONS

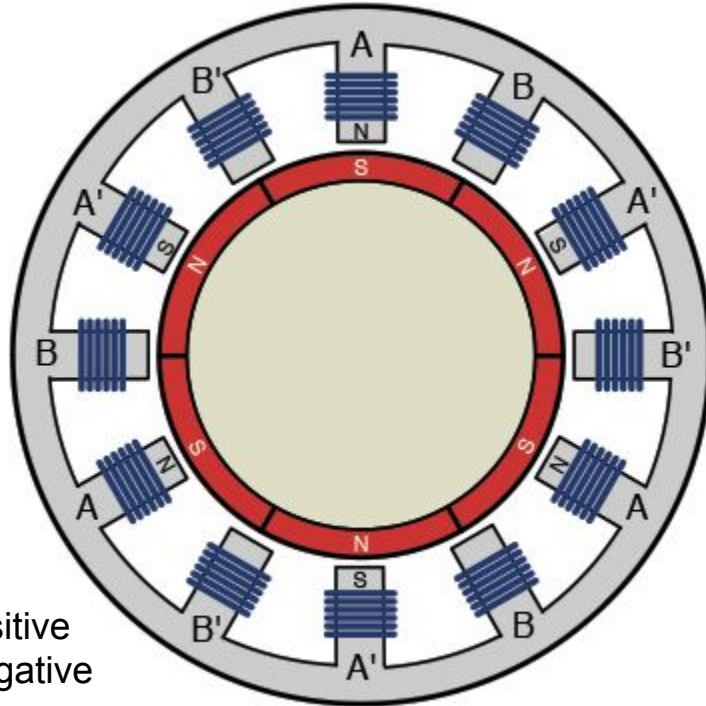
- “Holding” torque takes tons of current
- Not fast or as torquey to equivalent weighted motors
- “Dumb” without additional sensors still

# Stepper Motors - Structure

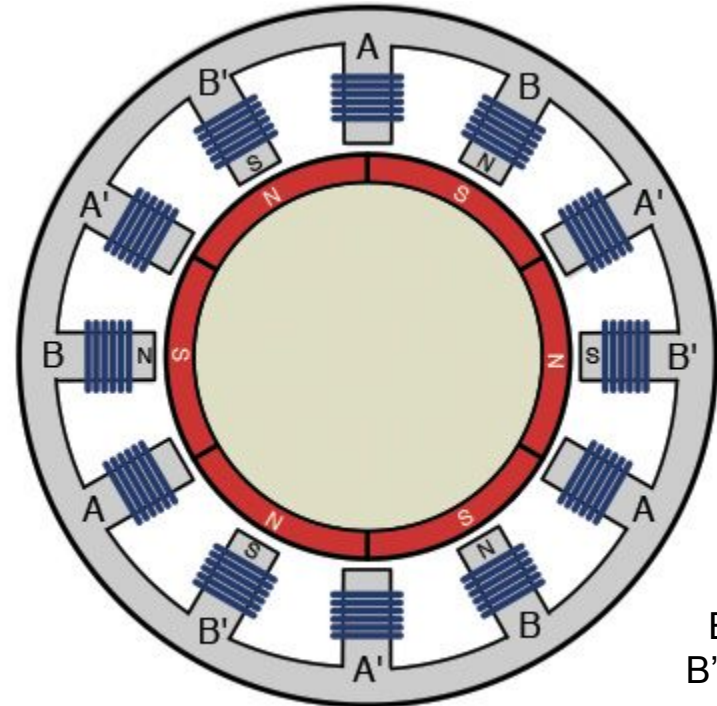


*Motors for Makers*

# Stepper motors - “pulses” = “steps”



(a)



(b)

# Stepper Motors - step types

**Full Step One Phase** - what we just covered

**Full Step Two Phase** - both phases are on, motor goes *between* windings.  
Twice as much current, 30-40% more torque

**Half Step** - Alternates between one and two phase activations - *half the step angle*, 20% less torque

**Microstep** - Current is delivered in a sinusoidal wave, reducing step size to a tiny fraction of original. Smoothest possible motion. 30% torque reduction and slower

# Brushless DC Motors - BLDC





# Brushless DC Motors

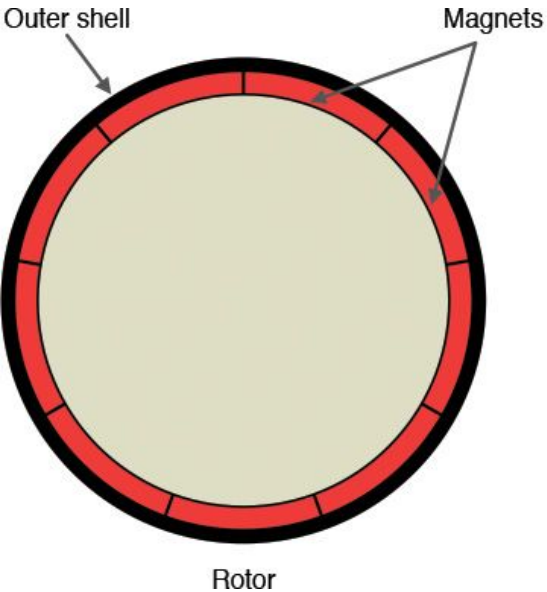
## PROS

- High speed and high torque
- Far less maintenance / longer lifetime
- More efficient

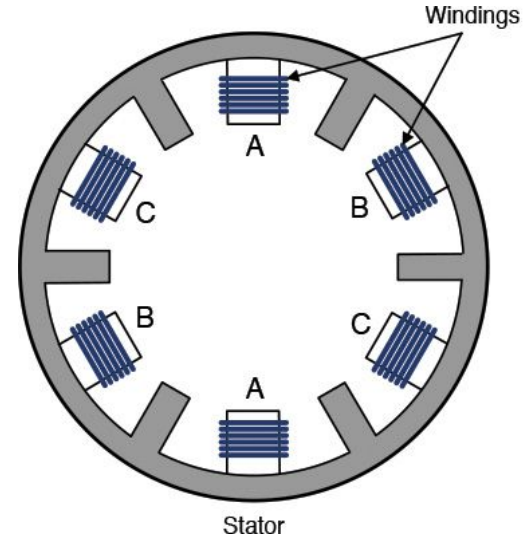
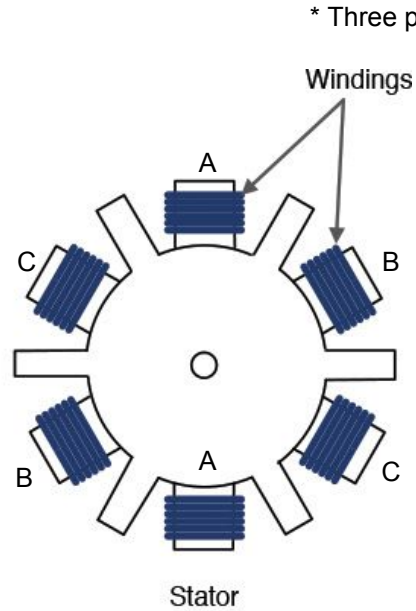
## CONS

- More complex to control
- Higher price, though dropping

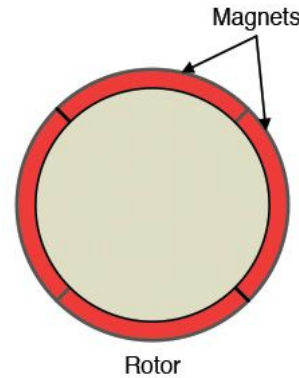
# BLDC - structure



Outrunner BLDC



Inrunner BLDC



# Inrunners vs Outrunners

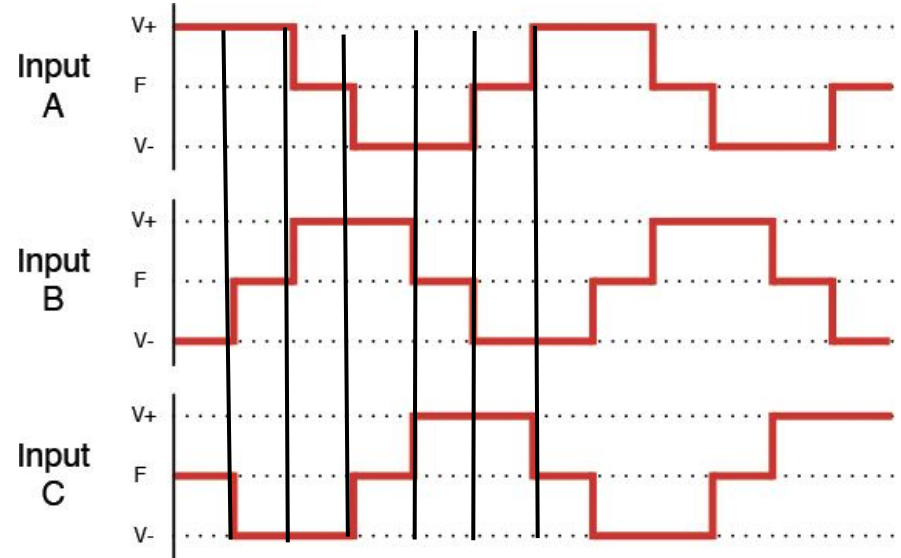
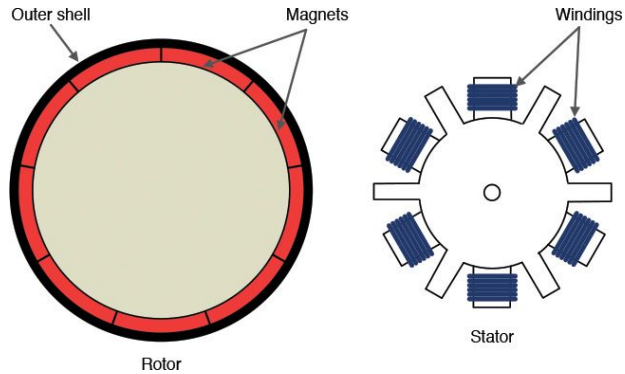
**Inrunners** - *very high speed* - very low torque



**Outrunners** - *very high torque*, used in drones/remote control cars



# BLDC - Controlling BLDCs

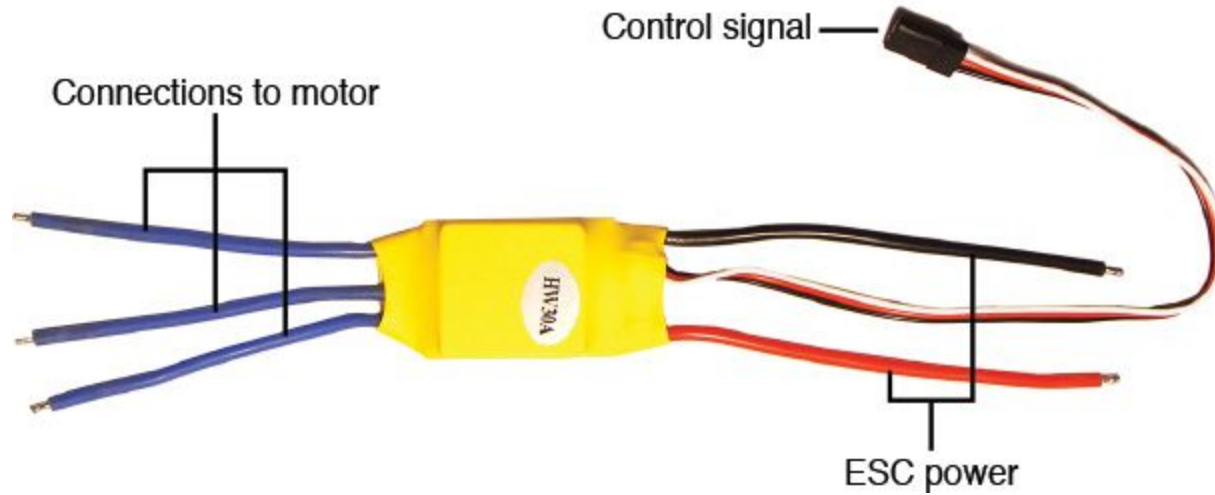


6 steps- 360 degrees

1 step - 60 degrees

***Orientation of the motor matters for the phase***

# ESCs - Electronic Speed Controllers

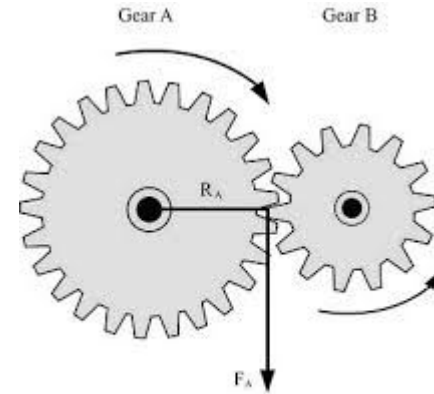
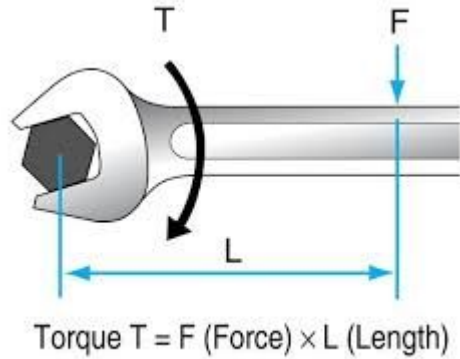


# Programming ESCs

- Auto-cutoff
- Brake
- Battery type (*NiMH, LiPO, NiCd, LiFePO4*)
- Timing - how quickly pulsing to the BLDC occurs
- Acceleration
- Reverse
- Reverse Delay
- Current limiting

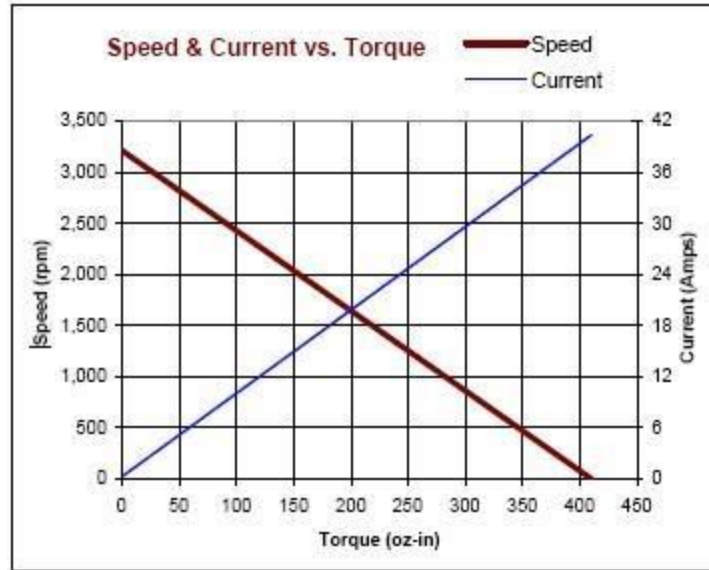
# Torque

$\tau$



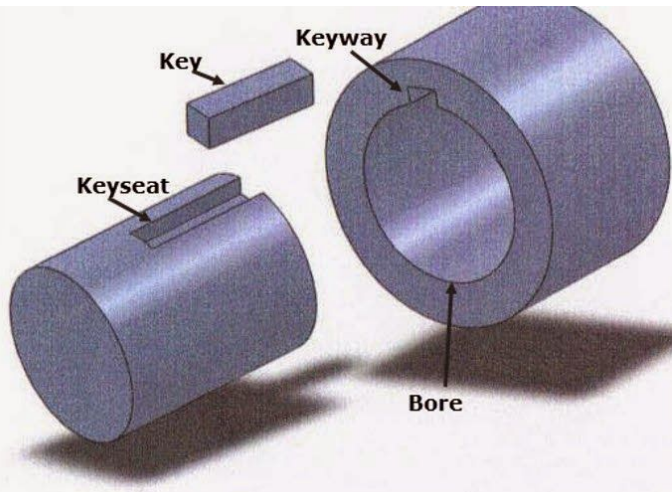
The torque that rotates Gear B is equal to  $F_A \times R_A$ .

# Torque VS Current



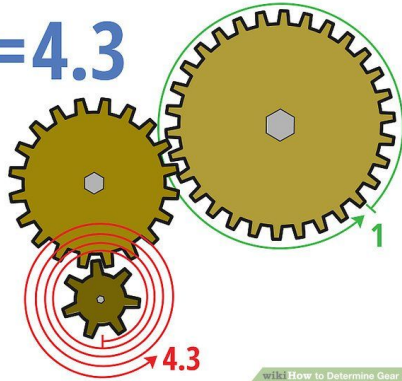


# Shaft Connections



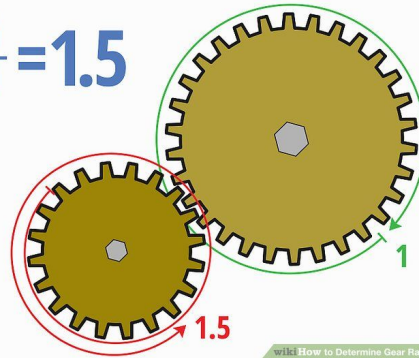
# Gearing

$$\frac{30}{7} = 4.3$$

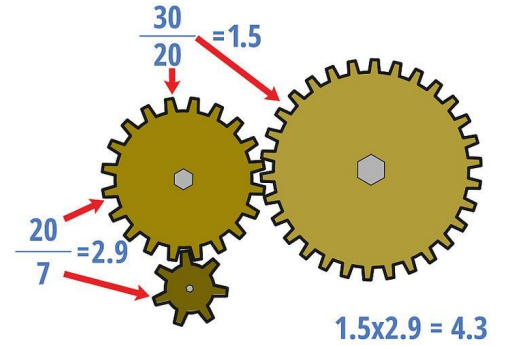


wiki How to Determine Gear Ratio

$$\frac{30}{20} = 1.5$$



wiki How to Determine Gear Ratio



$$1.5 \times 2.9 = 4.3$$

wiki How to Determine Gear Ratio

# Challenge - let's specify a motor

- Robot + payload = 50 lbs
- I want to go up at least a 10 degree incline
- I want to go at least walking speed (3.1 mph)
- Accelerate to its speed within 2 seconds
- We'll use 10 inch wheels



# WARNING

not overwhelming math ahead

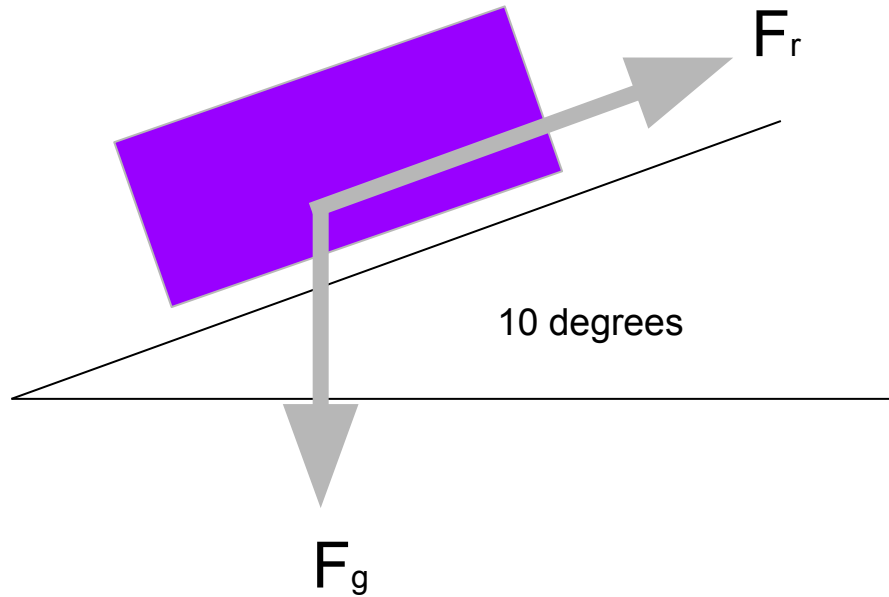


# The Formulas

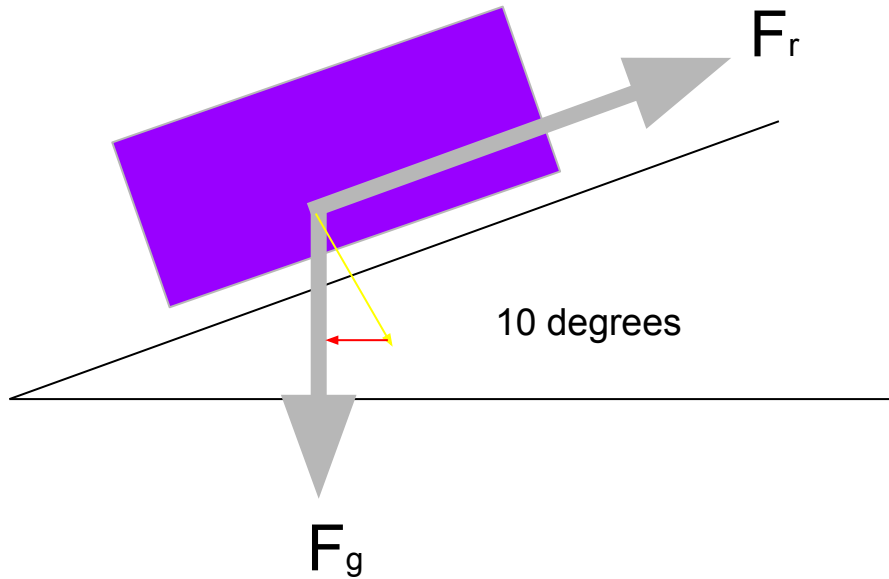
$$P = I * V \quad T = F * r \quad v_f = a * t + v_0$$

$$P = T * \omega \quad F = m * a \quad g = 30.48 \text{ f/s}^2$$

# Draw a Free Body Diagram



# Forces happening



$$F_{gy} = m * g * \cos(\Theta)$$

$$F_{gx} = m * g * \sin(\Theta)$$

$F_r$  = Force from motor

# We must overcome!

$$F_{gx} = m * g * \sin(\Theta)$$

$$F_r - F_{gx} = F_{\text{total}}$$

$$(T/r) - m * g * \sin(\Theta) = m * a$$

$$T/r = m * a + m * g * \sin(\Theta)$$

$$T = F_r * r$$

$$T/r = F_r$$

$$T = m * (a + g * \sin(\Theta)) * r$$



# Convert Requirements (trust me)

Freedom Units	Sensible Metric Units
50 lbs	22.680 kg
3.1 mph	1.38 m/s
Gravity	9.8 m/s <sup>2</sup>
10" wheels	0.254 meter wheels

# He Did The Math

$$v_f = a * t + v_0$$

$$1.38 \text{ m/s} = a * 2 + 0$$

$$1.38 \text{ m/s} = 2 * a$$

$$a = 0.69 \text{ m/s}^2$$

$$T = m * (a + g * \sin(\Theta)) * r$$

$$T = 22.68 * (a + 9.8 * \sin(10)) * 0.254$$

$$T = 22.68 * (0.69 + 9.8 * \sin(10)) * 0.254$$

$$T = 22.68 * (0.69 + 1.702) * 0.254$$

$$T = 22.68 * 2.392 * 0.254$$

$$T = 13.80 \text{ Nm}$$

$$13.80 / 2 = 6.89 \text{ Nm}$$






# Torque conversions

kg/cm	70.26
oz/in	975.71
lb/ft	5.08

# RPM to MPH with 10" wheels

100 rpm	2.98 MPH
250 rpm	7.45 MPH
500 rpm	14.88
1000 rpm	29.8 MPH

# Motor Shopping

	<a href="http://www.andymark.com/CIM-Motor-p/am-0255.htm">http://www.andymark.com/CIM-Motor-p/am-0255.htm</a>	\$28	2655 rpm	172 oz-in
	<a href="http://www.andymark.com/product-p/am-pgseries.htm">http://www.andymark.com/product-p/am-pgseries.htm</a>	\$55	75 rpm	6335 oz-in
	<a href="http://www.andymark.com/NeveRest-p/am-neverest.htm">http://www.andymark.com/NeveRest-p/am-neverest.htm</a>	\$28	105 rpm	593 oz-in
	<a href="http://www.robotmarketplace.com/products/0-pdx26.html">http://www.robotmarketplace.com/products/0-pdx26.html</a>	\$85	900 rpm	2320 oz-in
	<a href="http://www.robotmarketplace.com/products/0-e30-150.html">http://www.robotmarketplace.com/products/0-e30-150.html</a>	\$79	5600 rpm	710 oz-in


# But what if we geared down...?




2655 rpm @ 10 inches = 79.8 mph!!!

Geared down 10:1:

265.5 rpm @ 10 inches = 7.9 mph  
*...also giving us 1720 oz/in!*



Wait a minute... what's stall torque anyway?  
... and no-load rpm?  
... and efficiency?



# Places to shop

- Andy Mark - <http://www.andymark.com>
- Robot Marketplace - <http://www.robotmarketplace.com>
- Robot Shop - <http://www.robotshop.com>
- Trossen Robotics - <http://www.trossenrobotics.com>
- Super Droid Robots - <https://superdroidrobots.com>





Questions?

