

# **PAT 451/551**

# **INTERACTIVE**

# **MEDIA**

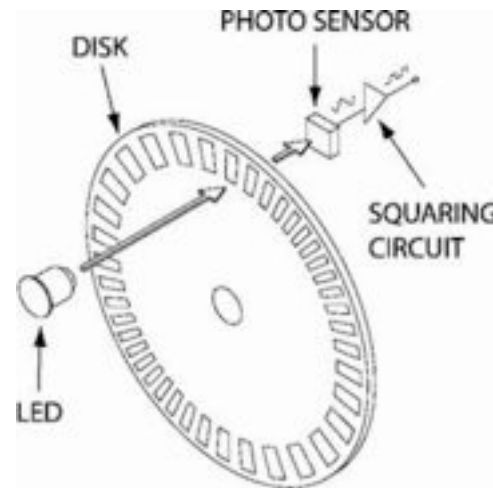
# **DESIGN I**

**ENCODERS**

# ROTATION SENSING

## Rotary encoder

- Sequence of logic transitions
- Count number of transitions: tell how far you've traveled



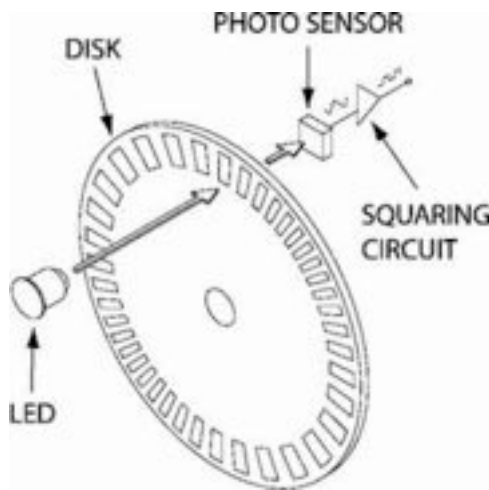
Benefits?

Problems?

# ROTATION SENSING

## Benefits

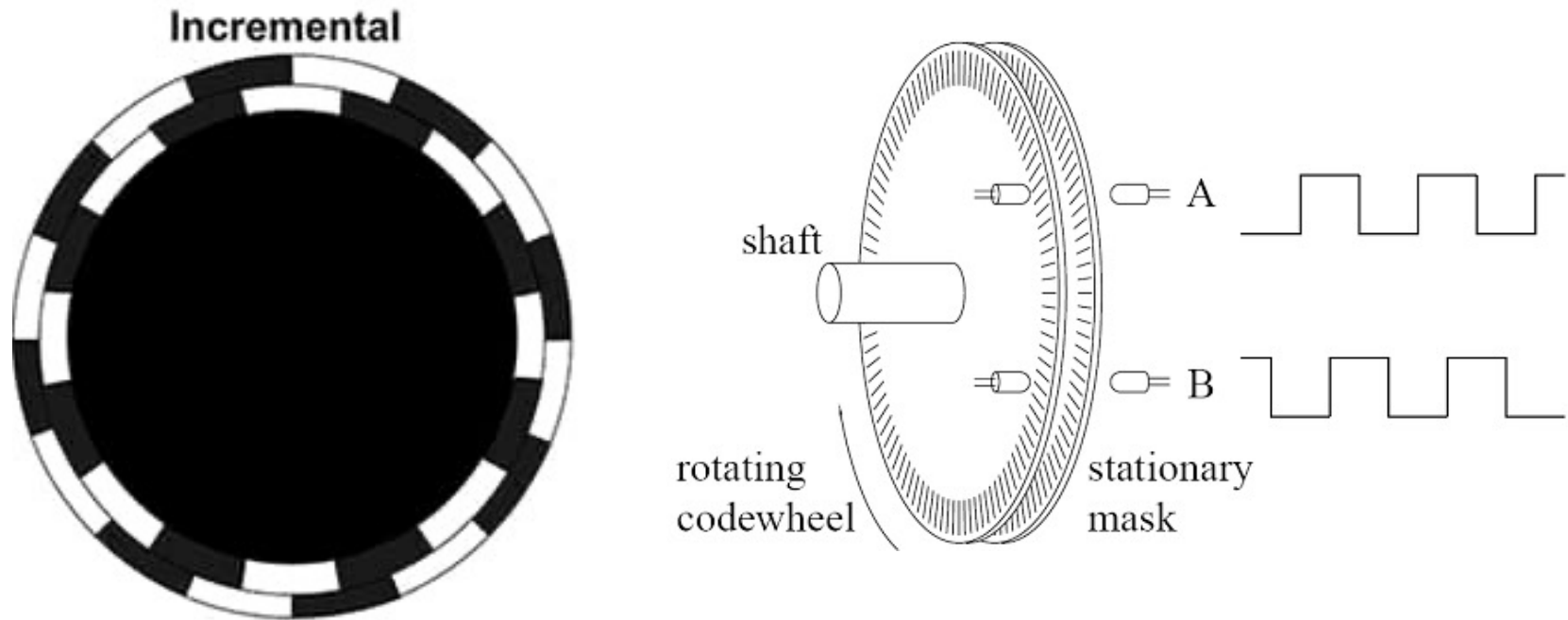
- Can be non-contact
- Can turn infinitely
- In practice, can be very high resolution, depending on technology



## Drawbacks

- Can never know absolute position
- With just 1 emitter/detector, we can't tell which direction we're turning
- Finite resolution
- Missed detections -> drift

# QUADRATURE ENCODER



2 signals with a  $90^\circ$  phase offset allow us to sense direction

# QUADRATURE ENCODERS (INCREMENTAL ENCODERS)

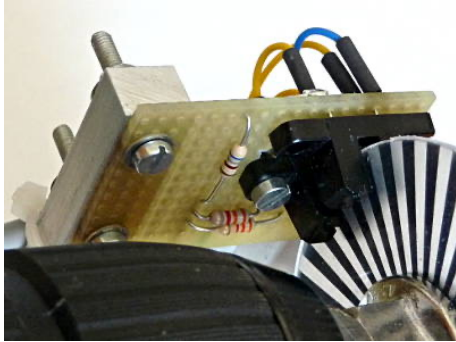
## Form Factors / Technologies

- Can be optical, magnetic, mechanical
- Can be prepackaged / DIY

## Applications

- Position control in robotics / automation
  - CNC Machines, laser cutters, manufacturing robots
- Speed Control in motorized systems
- Consumer electronics
  - Volume knob
  - MIDI controllers

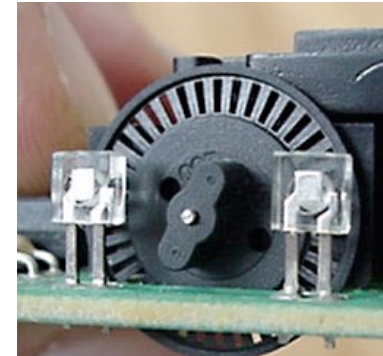
# QUADRATURE ENCODERS (INCREMENTAL ENCODERS)



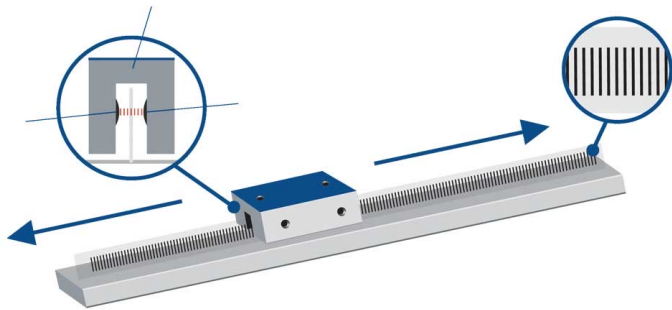
DIY with reflective optical sensor



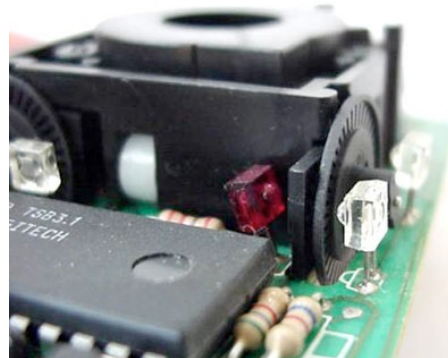
Automotive volume knob



Manufactured wheel with stock LED/phototransistors



Linear configuration to position laser cutter

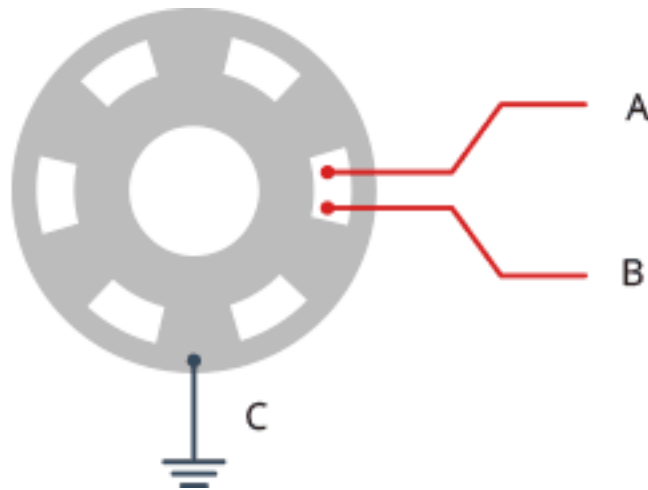


Inside a ball mouse



MIDI controller with LED feedback

# QUADRATURE ENCODER



Schematic illustration of a mechanical encoder

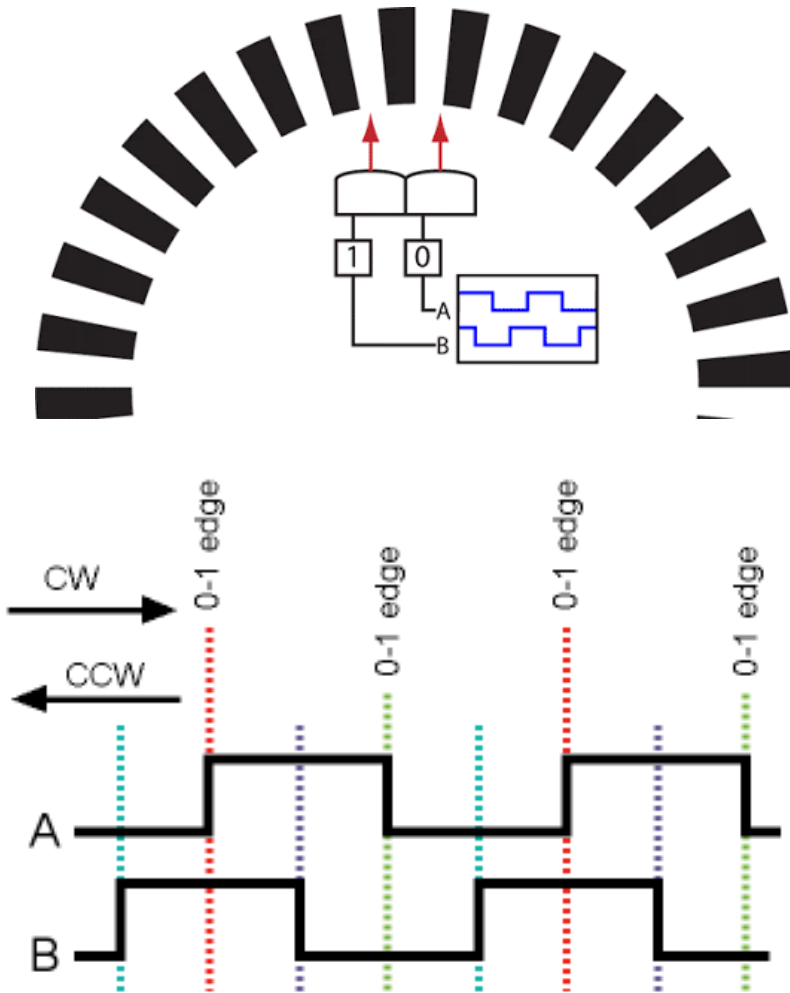
# QUADRATURE ENCODER



Animation of a mechanical encoder



# QUADRATURE ENCODER



2 square wave signals, 90° out of phase

**Basic operation:**

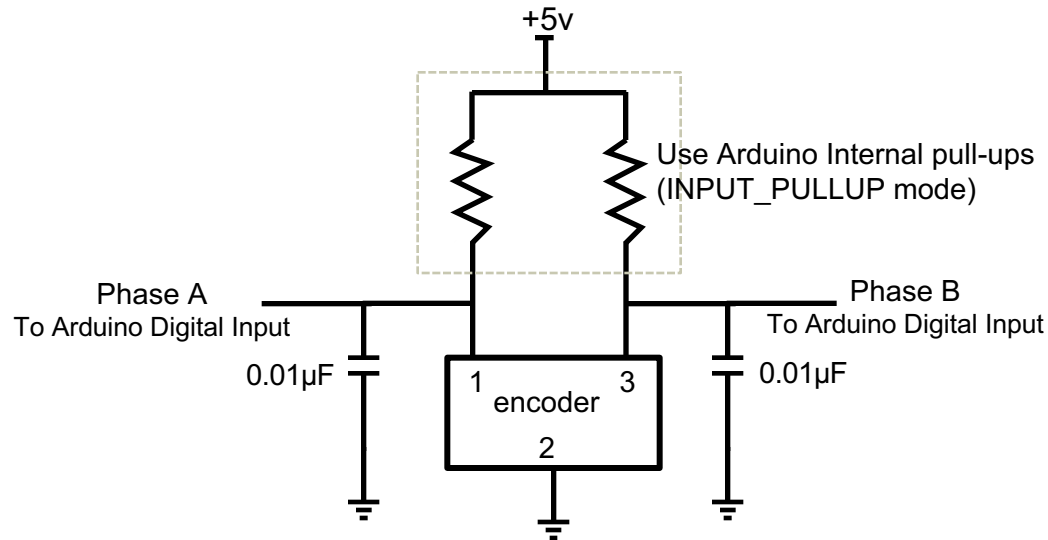
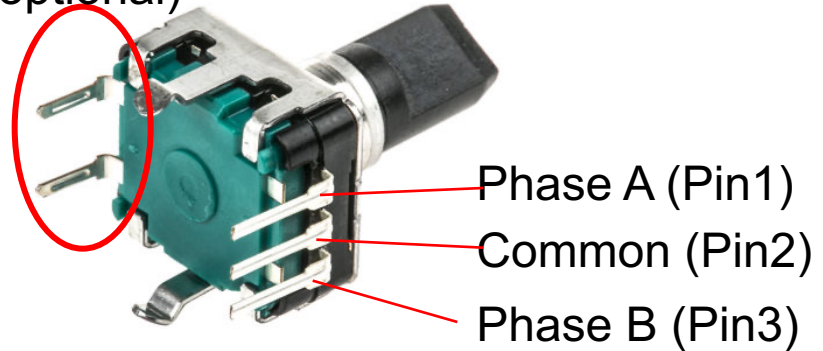
- Read signal A
- If A goes from Low to High
  - Read Signal B
  - If B is High, moved 1 tick CW
  - If B is Low, moved 1 tick CCW

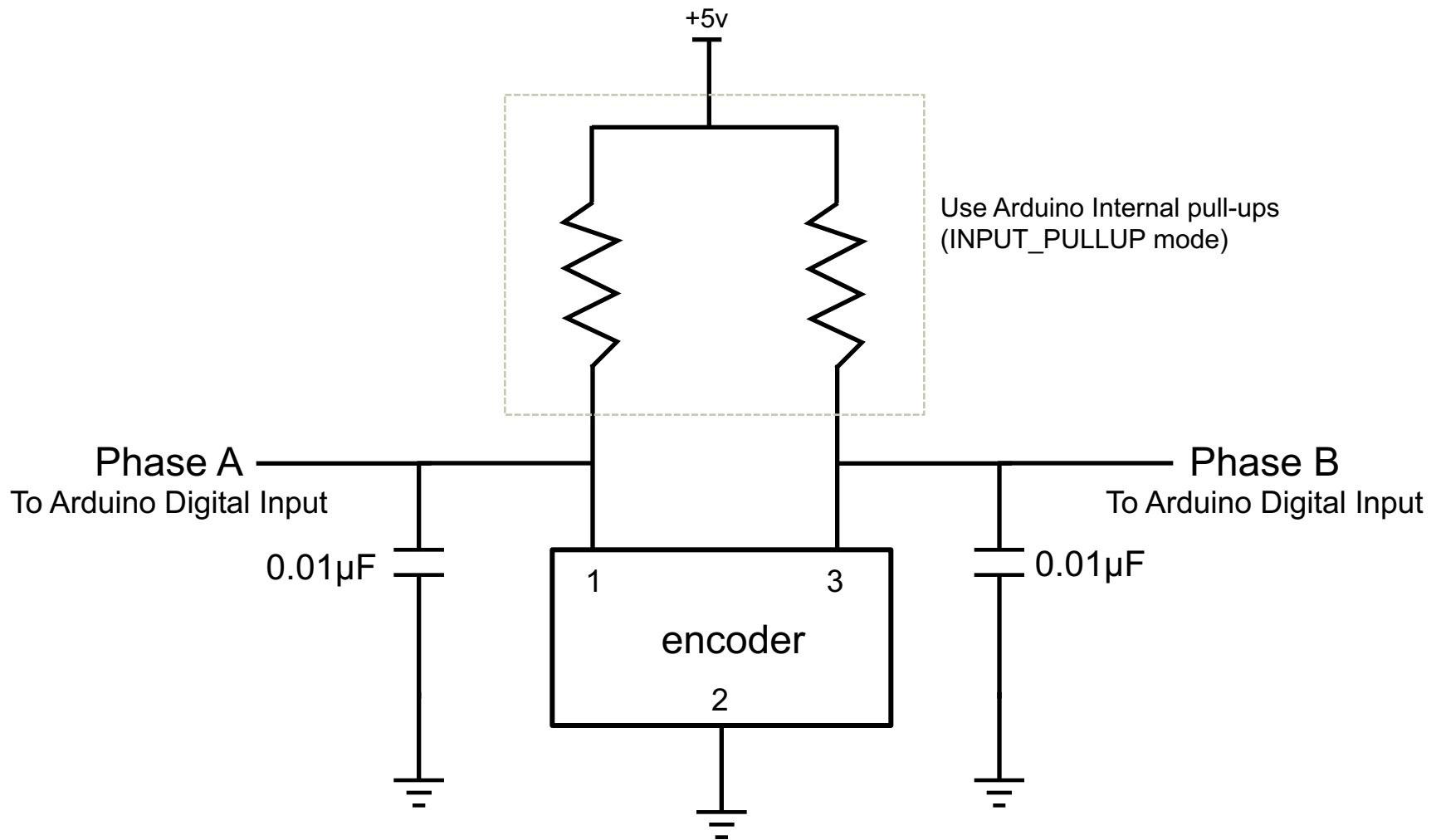
# MECHANICAL ENCODER

## Options:

- Detents
- Counts per revolution
- Switch

Switch pins (optional)





# EXAMPLES

Arduino programs

See also:

<http://www.arduino.cc/playground/Main/RotaryEncoders>