

# ENGR 3421: ROBOTICS I

## Encoder

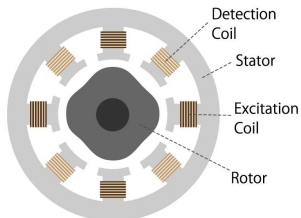
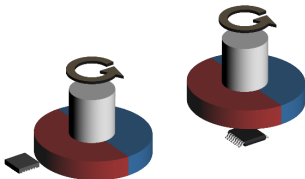
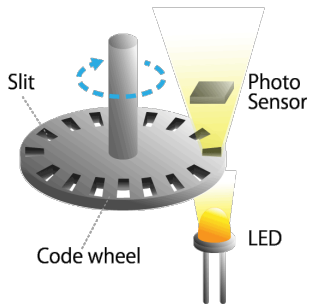
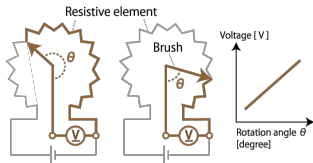
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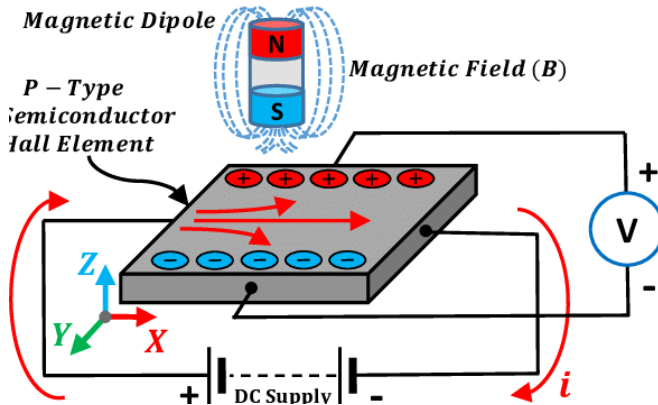
September 28, 2021



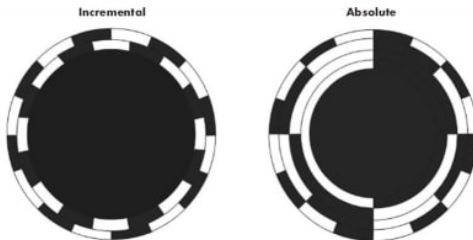
# Types of Encoder



# Hall Effect



# Absolute Encoder vs. Incremental Encoder



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## Absolute

More complicated  
Output position and velocity  
Fixed origin  
Lower cost

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## Incremental

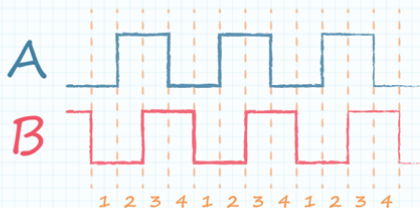
Simpler  
Output velocity and displacement (optionally direction)  
Floating origin  
More expensive

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# Quadrature Encoder

*A Leads B for Counter Clockwise*



A	0	0	1	1
B	0	1	1	0
#	1	4	3	2

*Clockwise*

A	0	1	1	0
B	0	0	1	1
#	1	2	3	4

*Counter Clockwise*

