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# ELEC 391 TEAM B1

# RCGs

- Achieved
- Attempted

## Requirements

Draw with laser light

Implement with DC motors

## Constraints

Control Frequency of 3000 Hz due to speed of code execution time

Max Motor Current ( < 2A per motor )

Max Encoder Resolution ( 400 pulses )

## Goals

Rise Time ( < 0.017 s )

Overshoot ( < 10 % )

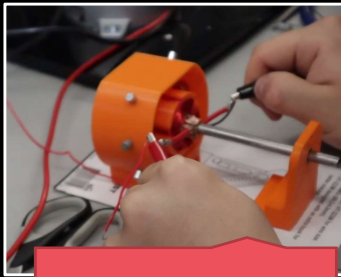
Simulink Model of Motor Within 5 % Error

Support shapes with >5 vertices

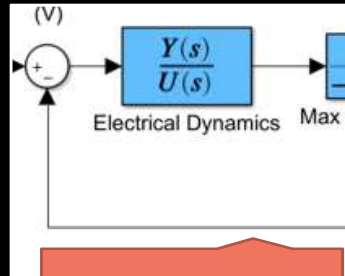
Multi-shape animations

Live orientation tracking

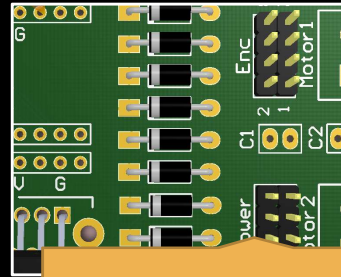
# LASER LIGHT SHOW



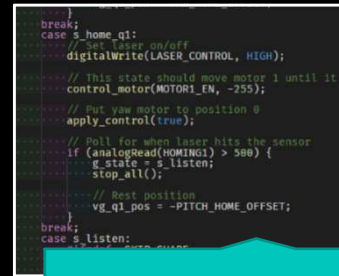
Motors



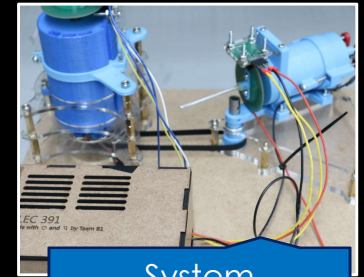
Modeling



Circuits



Controller

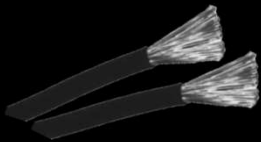


System  
Integration

Design and build a 2 degree of freedom spherical wrist that includes 2 mechanically commutated, permanent magnet DC motors that can draw a shape on a flat surface

# MOTOR DESIGN DECISIONS

## Brushes



### Stranded wire

- Wears out quickly
- Flimsy



### Carbon Brush

- Durable
- Large surface area to conduct current



## Magnets



### Circular Magnets

- Weak magnetic field
- Large quantities; light weight



- 60mm x 10mm x 5mm Rectangular Magnets**
- Length to cover rotor core
  - Strong magnetic field
  - Small quantities; heavy weight



## Commutator



### Copper Tube

- Durable
- Fixed radius
- Difficult to implement brushes



### Copper Tape

- Wears out quickly
- Difficult to implement brushes



### FR4 (Copper Disk)

- Durable
- Adjustable radius for the disk



## Magnet Orientation



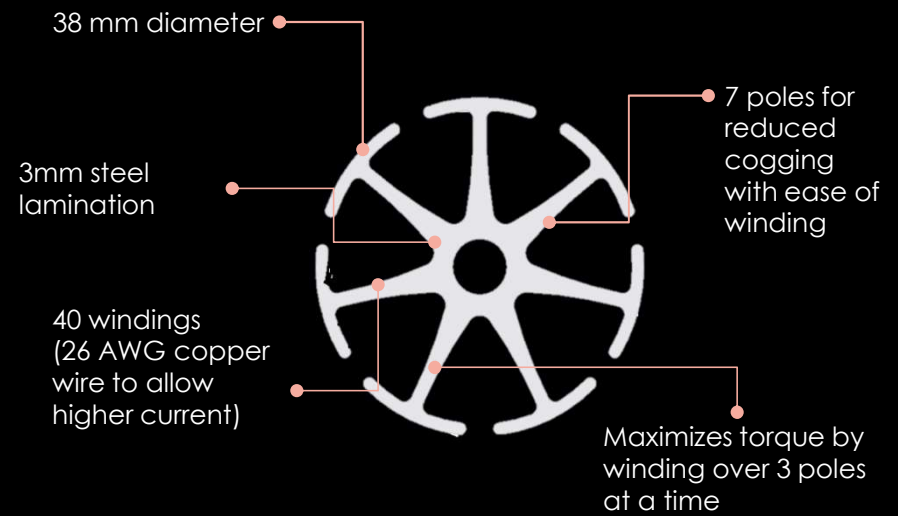
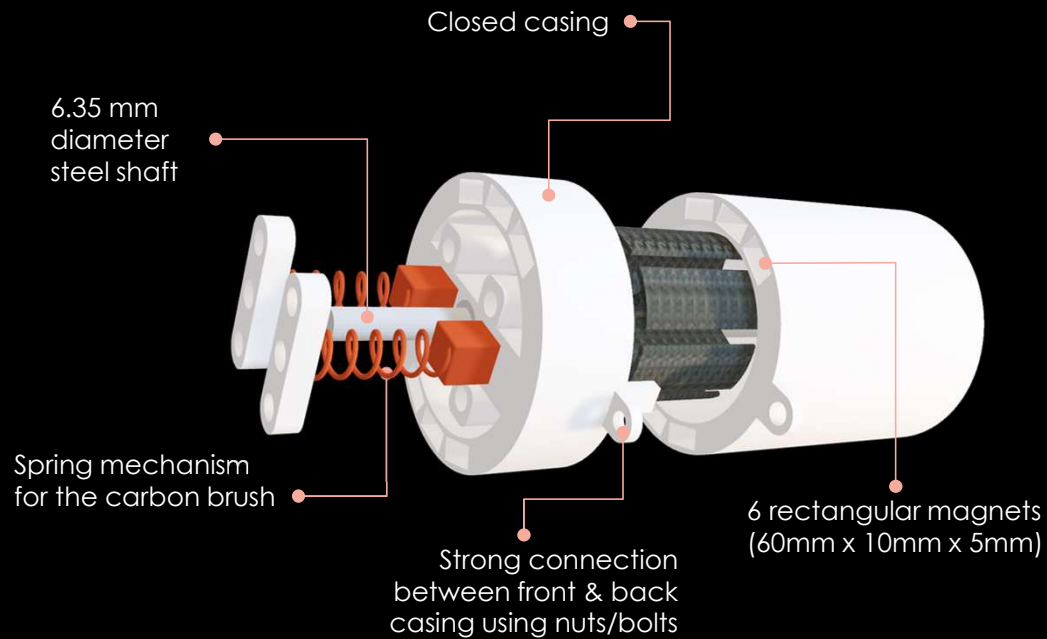
- Small magnetic flux through the rotor



- Large magnetic flux through the rotor

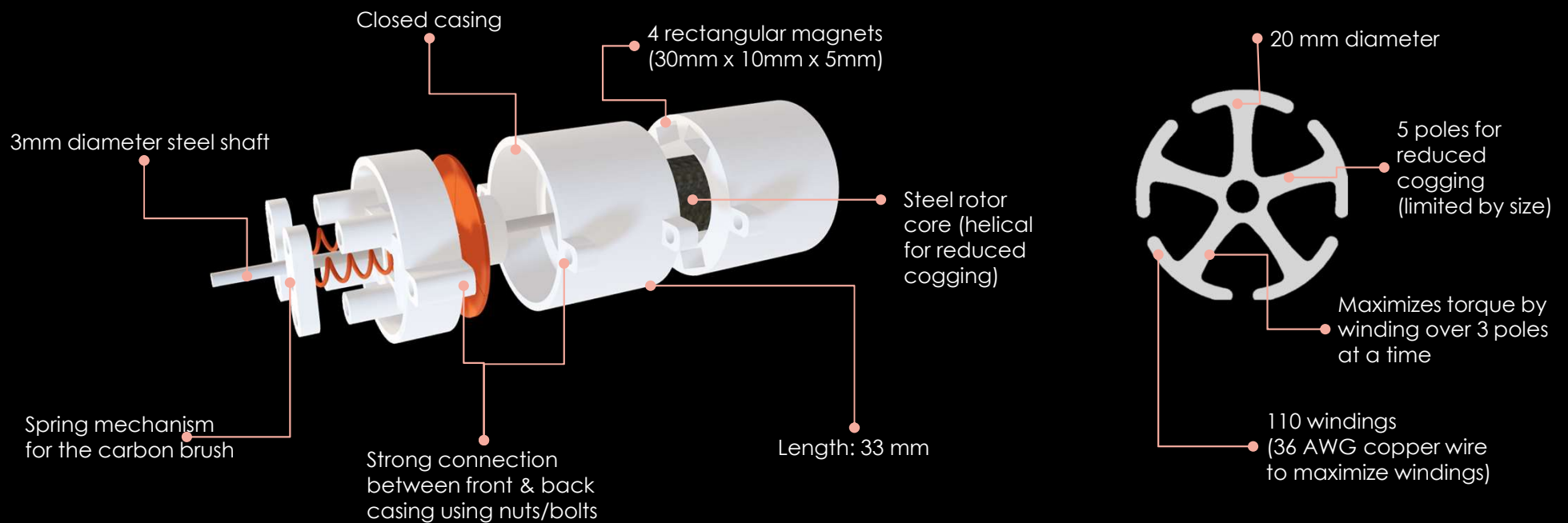


# YAW MOTOR



# PITCH MOTOR

*Scaled down version of yaw motor*



# MOTOR PARAMETERS

## Kinetic Friction

Kinetic friction from  $\frac{\text{torque}}{\text{speed}}$  at no load conditions

$$B = K\tau \times \frac{I_{no\ load}}{\omega_{no\ load}}$$

## Torque Constant

Torque determined from conservation of power

$$V \times I = \omega \times K_t$$

## Rotor Inertia

Calculated from mechanical time constant (time to reach 63% of final speed)

$$\tau_m = \frac{J \times R}{K\tau^2}$$

## Back EMF

Back EMF calculated using KVL

$$V_{\text{measured}} - I \times R = K_v \times \omega$$

## Resistance and Inductance

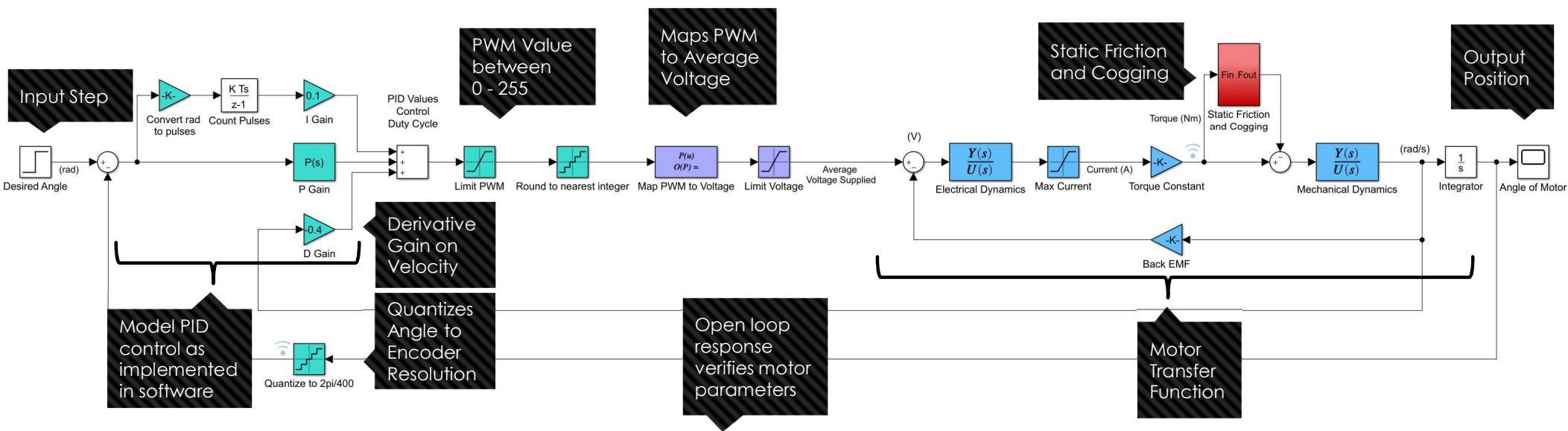
Measured using multimeter and oscilloscope

## YAW

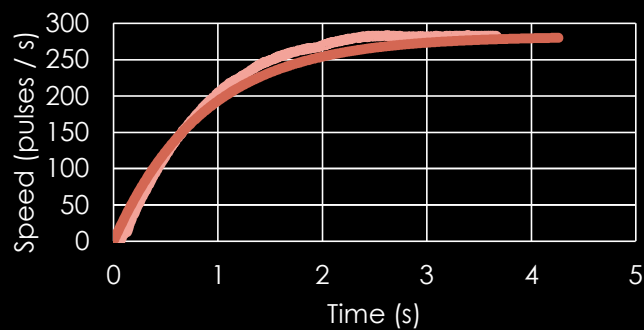
|                          |                               |
|--------------------------|-------------------------------|
| <b>Resistance</b>        | 4.18 $\Omega$                 |
| <b>Inductance</b>        | 1.51 mH                       |
| <b>Max Power Out</b>     | 6.49 W                        |
| <b>Torque Constant</b>   | 0.00125 Nm/A                  |
| <b>Back EMF Constant</b> | 800 rad/Vs                    |
| <b>Inertia</b>           | 0.00593 kg m <sup>2</sup>     |
| <b>Kinetic Friction</b>  | $6.5 \times 10^{-6}$ Nm s/rad |

## PITCH

|                          |                                         |
|--------------------------|-----------------------------------------|
| <b>Resistance</b>        | 26.7 $\Omega$                           |
| <b>Inductance</b>        | 4.37 mH                                 |
| <b>Max Power Out</b>     | 1.21 W                                  |
| <b>Torque Constant</b>   | 0.02269 Nm/A                            |
| <b>Back EMF Constant</b> | 44.077 rad/Vs                           |
| <b>Inertia</b>           | $4.11 \times 10^{-5}$ kg m <sup>2</sup> |
| <b>Kinetic Friction</b>  | $3.3 \times 10^{-5}$ Nm s/rad           |

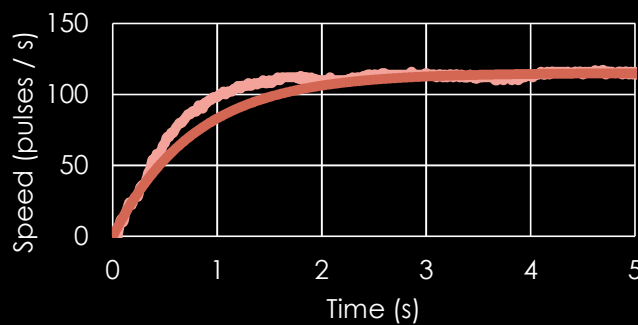


### Motor 0 Open Loop Test



— Actual Motor — MATLAB Simulation

### Motor 1 Open Loop Test

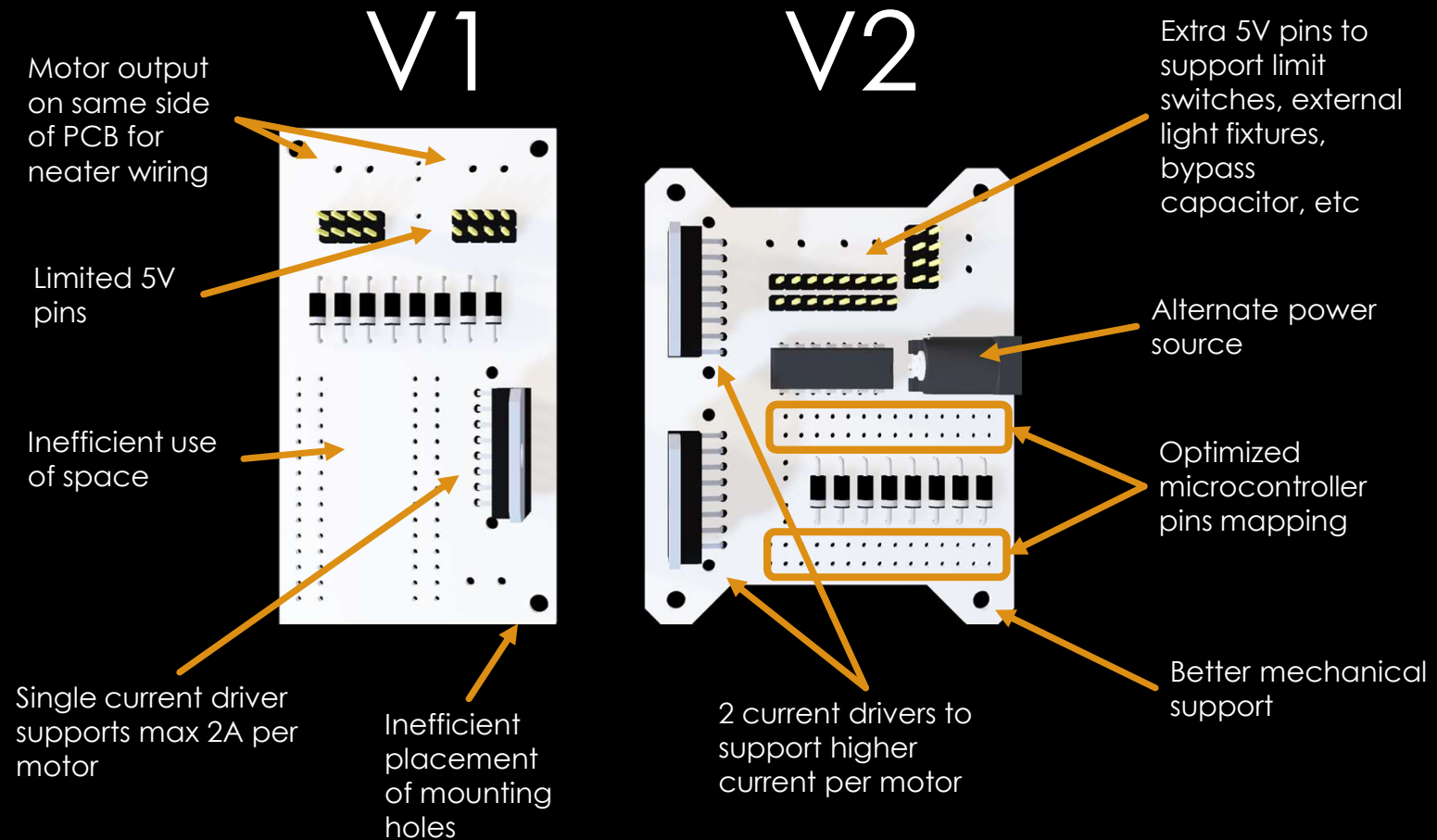


— Actual Motor — MATLAB Simulation

# SIMULINK MODEL



# CIRCUITS



## Pins from Encoder

- 4 pins from each encoder PCB for signals, 5V, and ground

## NOT gates

- Direc1 outputted from microcontroller
- Direc2 is always inverse of Direc1

## 12V Input

- 12V supply for motors

## Microcontroller Dock

- Maps microcontroller pins to PCB signals
- Extra header pins for access to each microcontroller pin

## Diode Bridge

- Diode H-Bridge to support PWM signals to motor

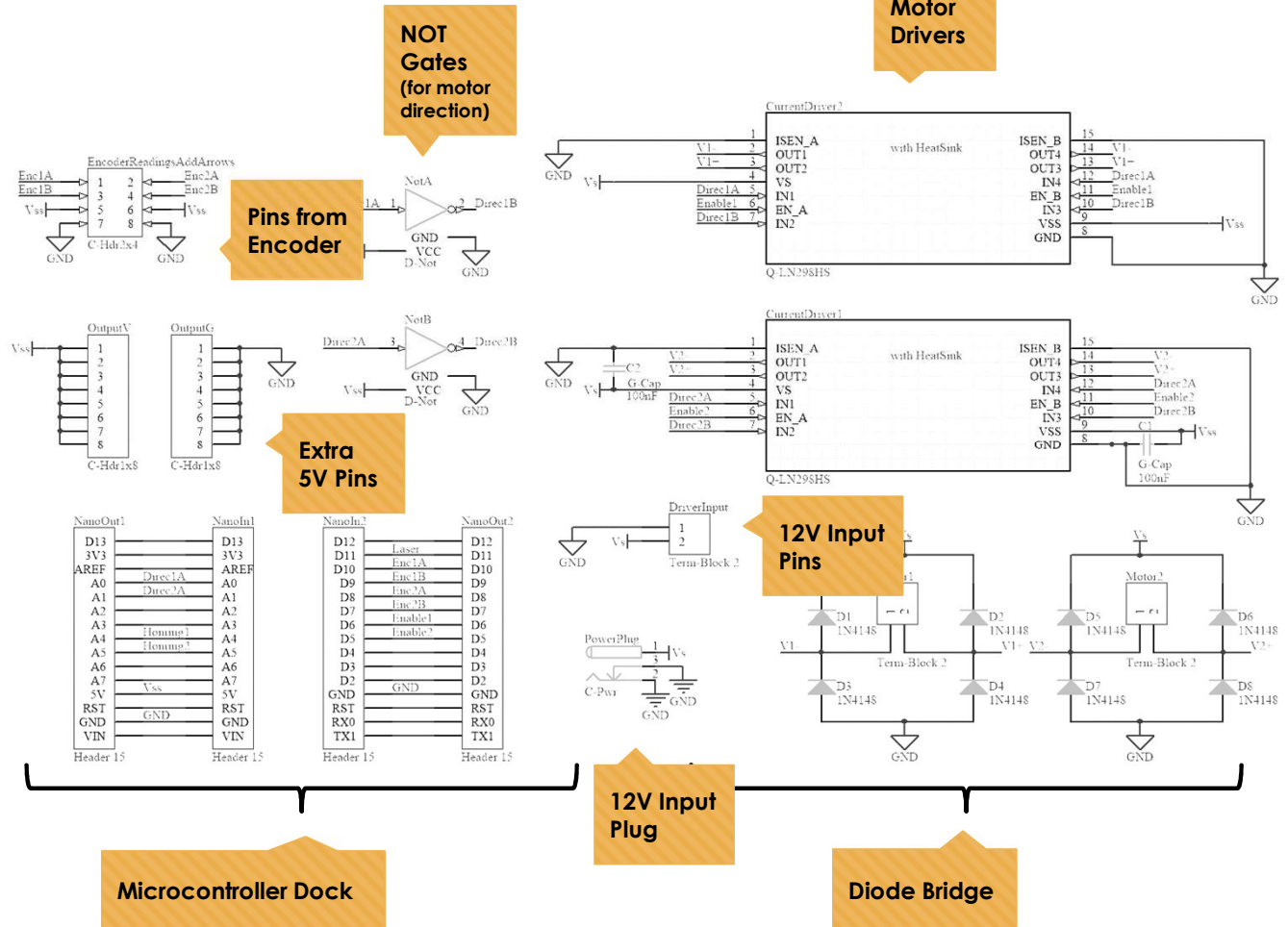
## Motor Driver

- Current drivers supplying motors

## Extra 5V Pins

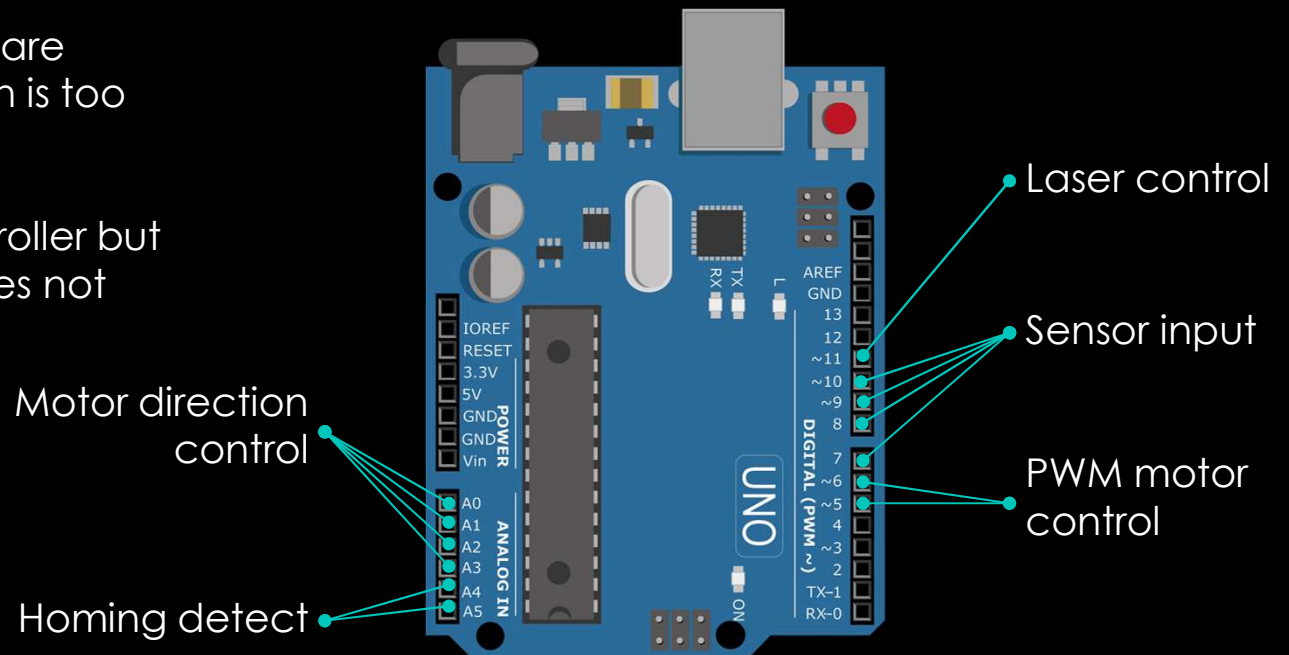
- Supplied by the microcontroller to be used for off-board components

# PCB



# MICROCONTROLLER

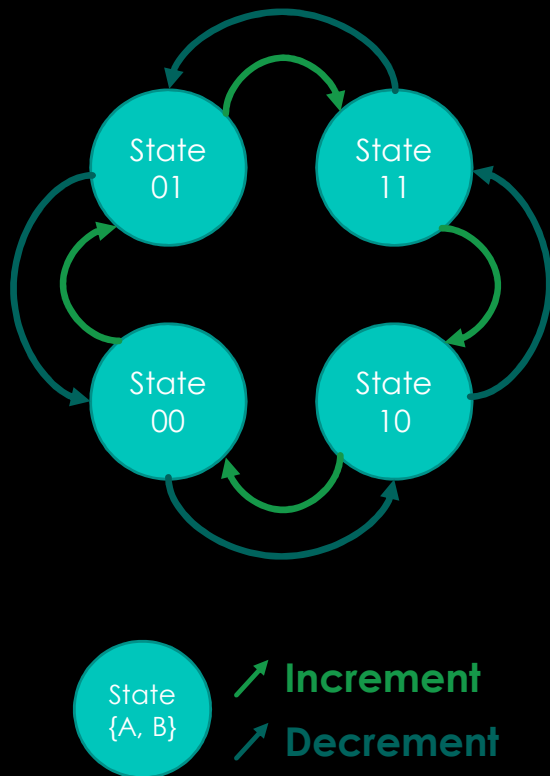
- Arduino Uno and Arduino Nano are chosen for their ease of use and safety features
- Considered using FPGA for hardware accelerated tasks but compilation is too slow and debugging is difficult ✖
- Considered using 8051 microcontroller but setup is too cumbersome and does not support C++ software ✖



Pin Configuration

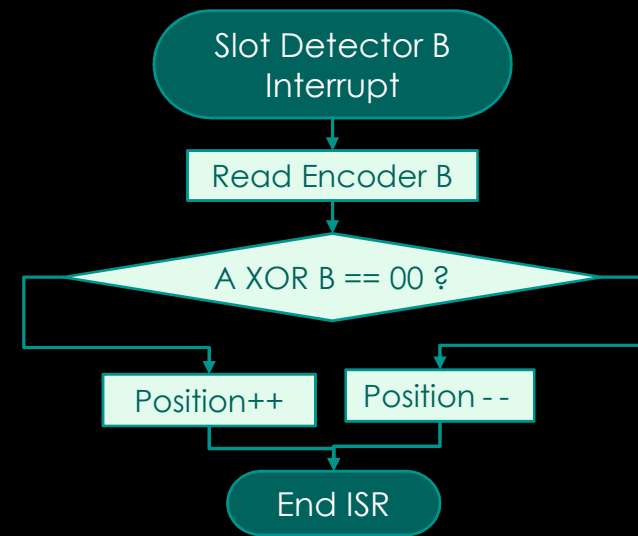
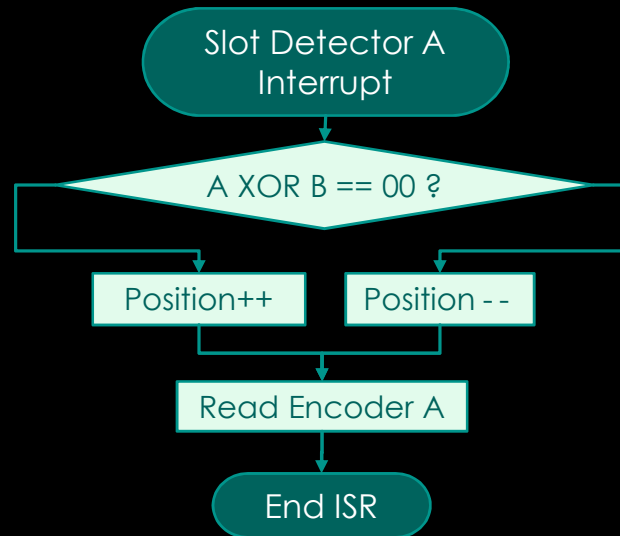
# QUADRATURE DECODING

## State Machine

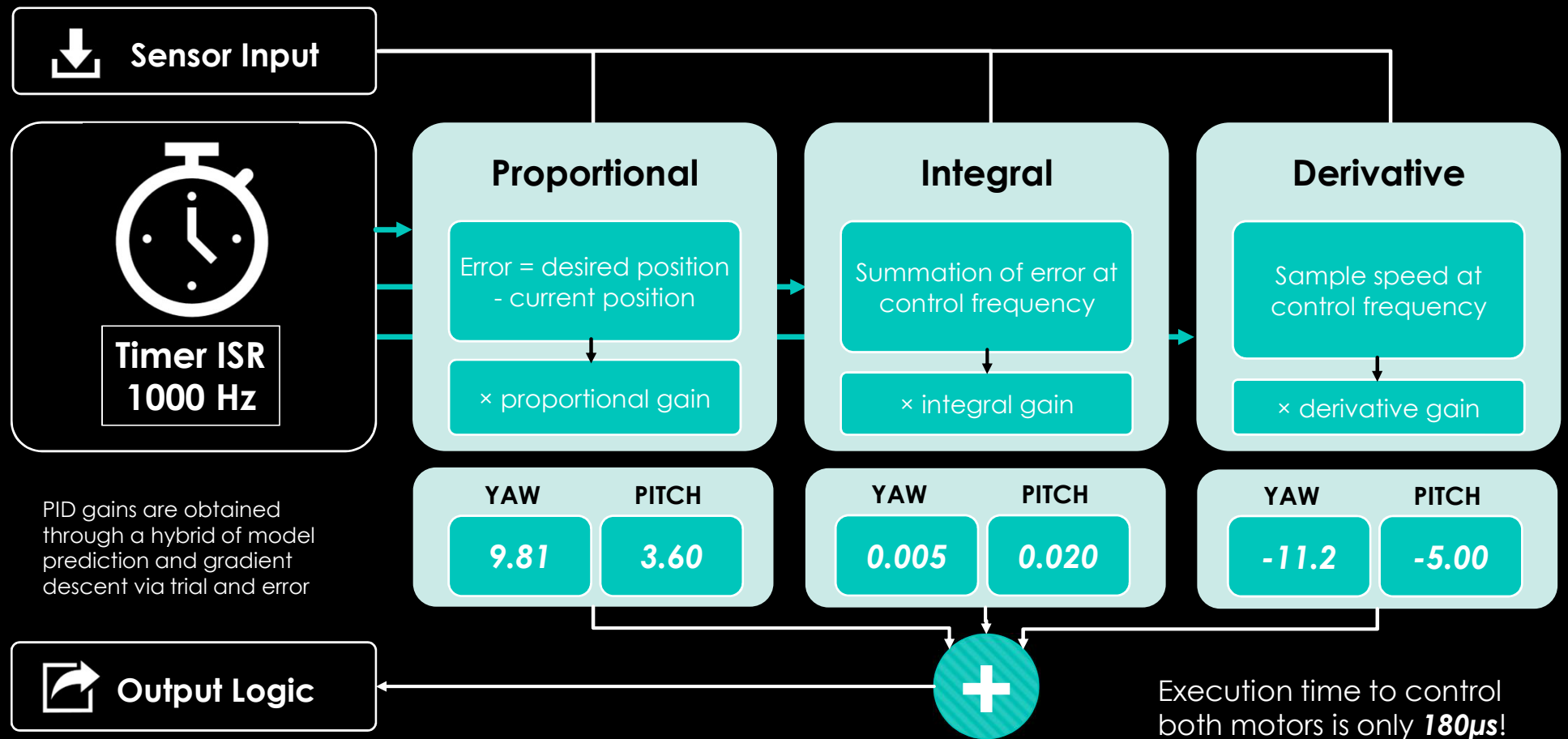


## Software Implementation

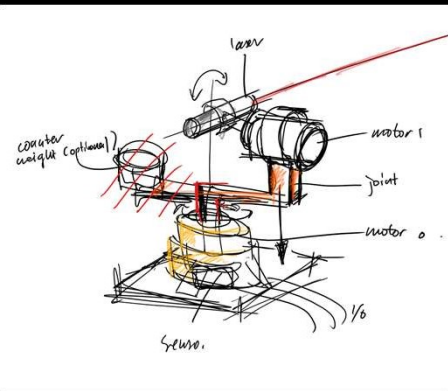
- Extremely fast ISR (4μs execution time)
- No quadrature decoder hardware needed
- Faster than using quadrature decoder



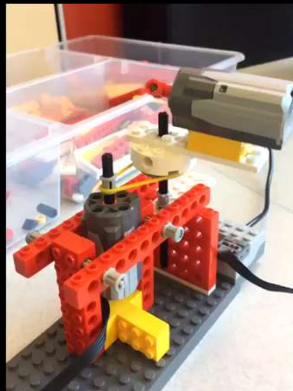
# CONTROLLER LOGIC



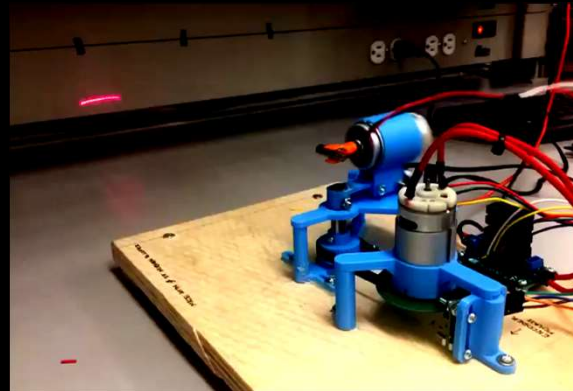
# INTEGRATION PROGRESSION



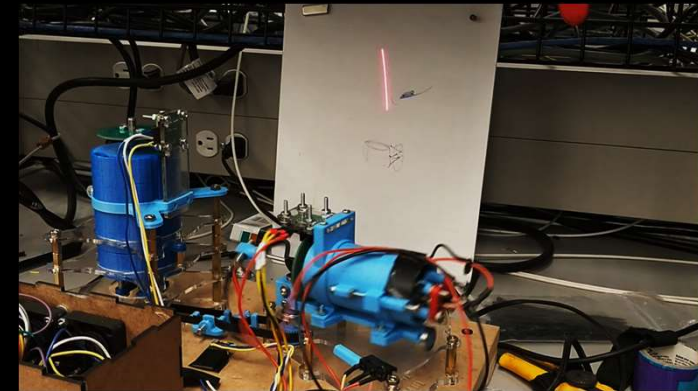
INITIAL SKETCHES



LEGO PROOF  
OF CONCEPT

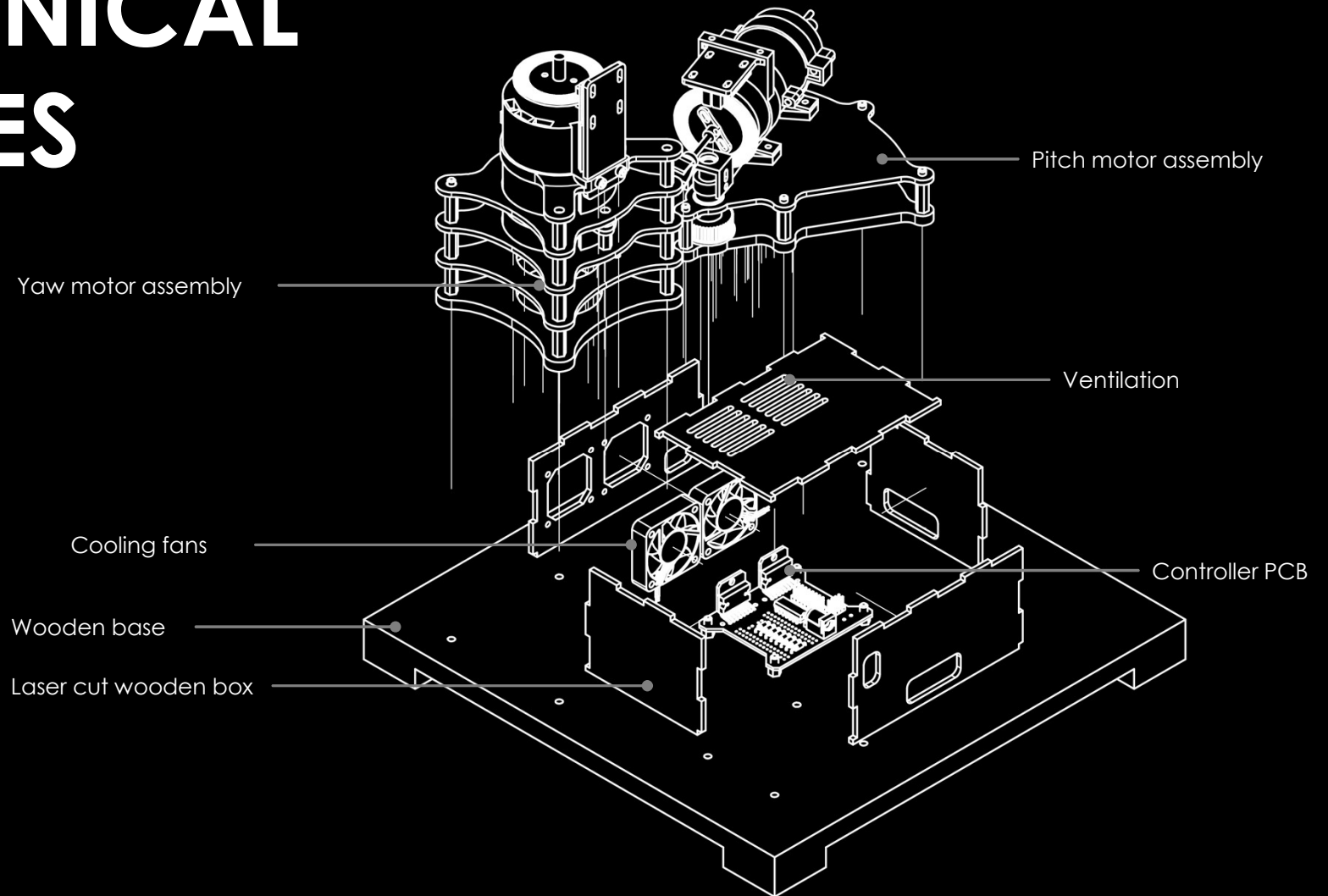


MILESTONE II RESULT

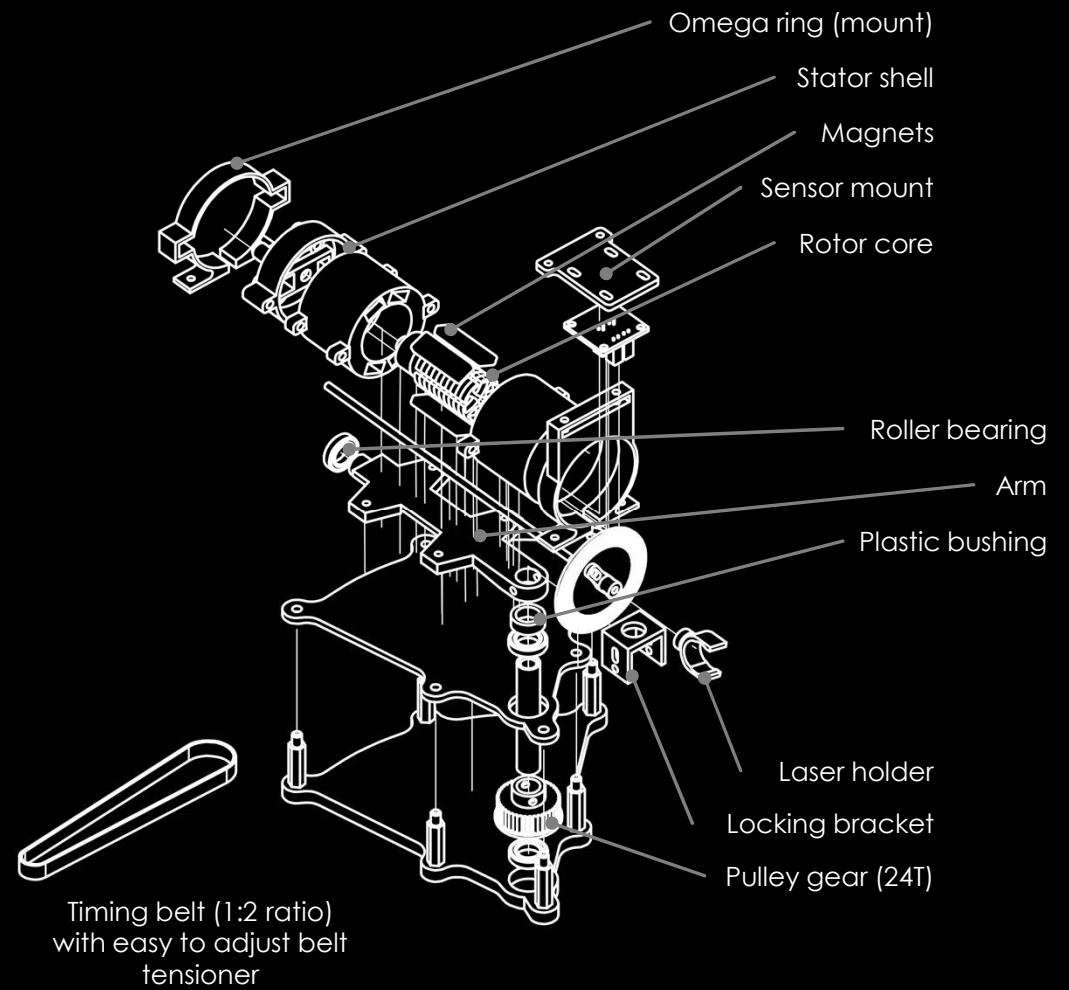
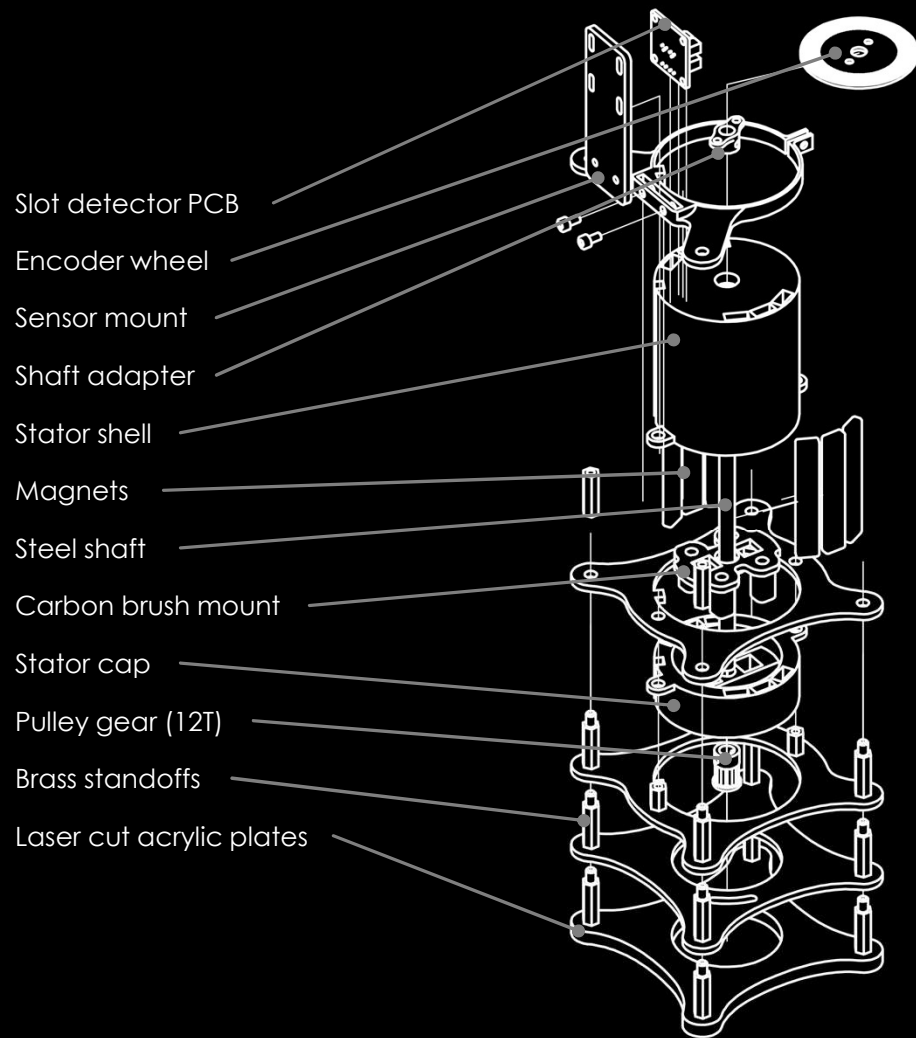


FINAL RESULT

# MECHANICAL FEATURES



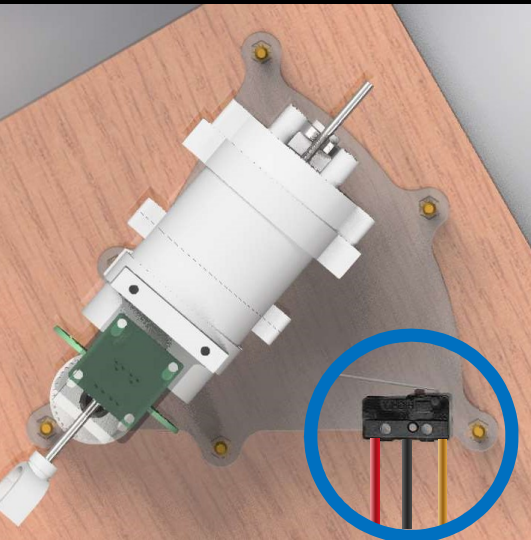




## INTEGRATION

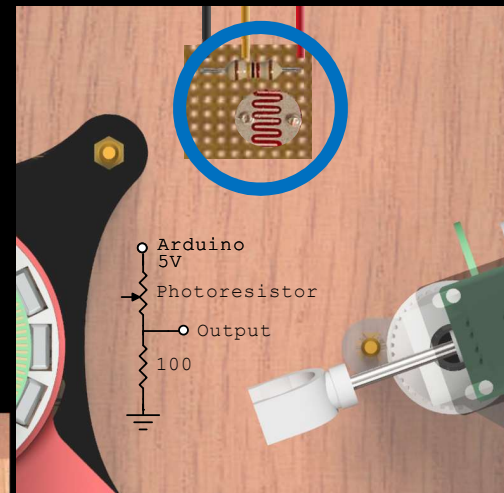


# EXTERNAL CONTROL



## ◀ **HOMING 1**

- Limiter switch at platform edge
- Triggers calibration event
- Prevents further movement of motor

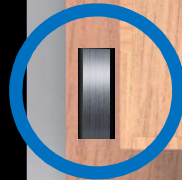


## ◀ **HOMING 2**

- Photoresistor sensor
- Resistance chosen to fit laser light
- Triggers calibration event

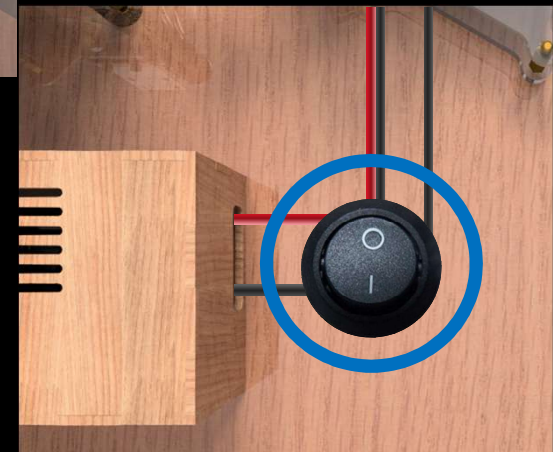
## **RESET SWITCH** ▶

- Resets controller
- Easily accessible
- Safety switch

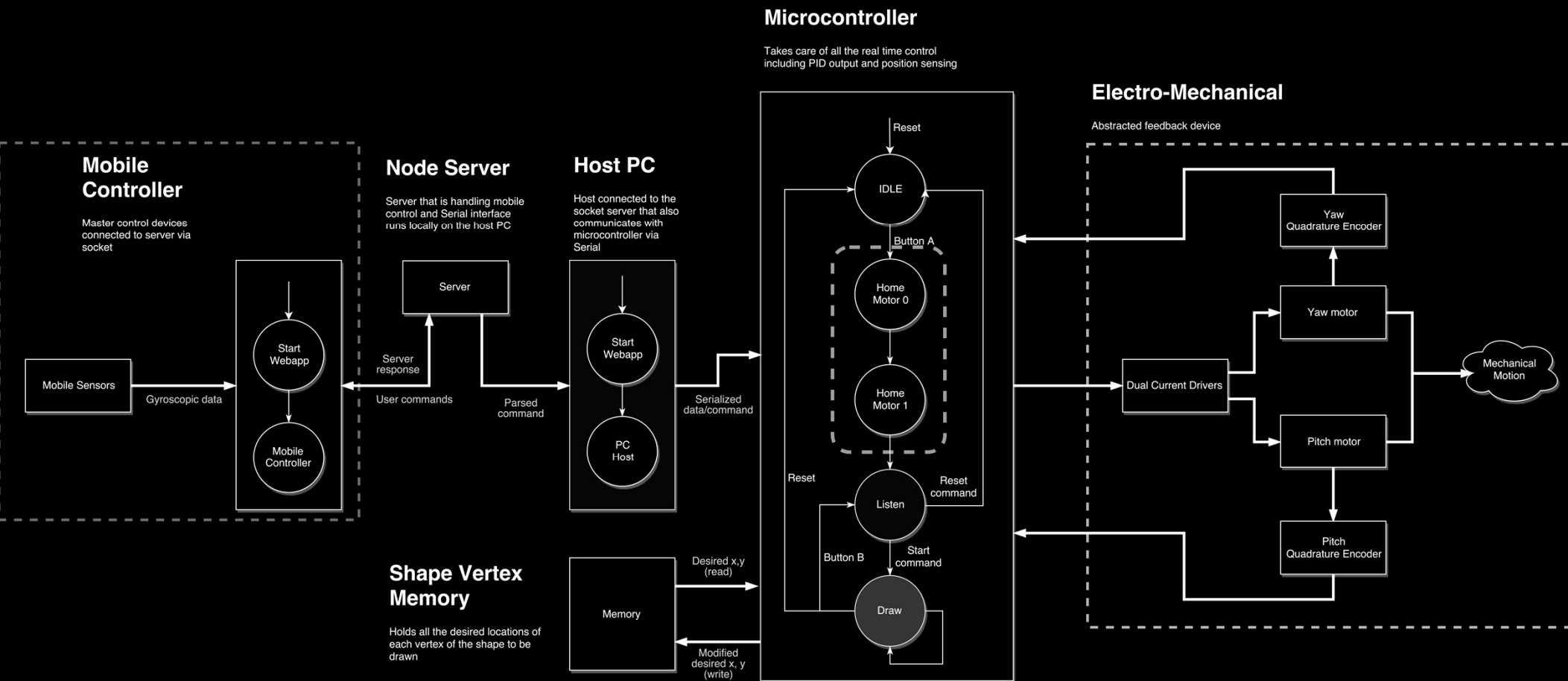


## **LASER SAFETY SWITCH** ▶

- Overrides laser control from controller
- Turns off laser to prevent eye damage



# SYSTEM FLOWCHART

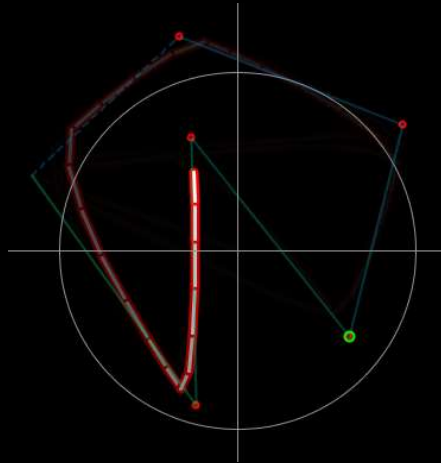


INTEGRATION

# REMOTE CONTROLLER



- Internet enabled device connects to the controller server via web browser
- Draw shape by tilting the device



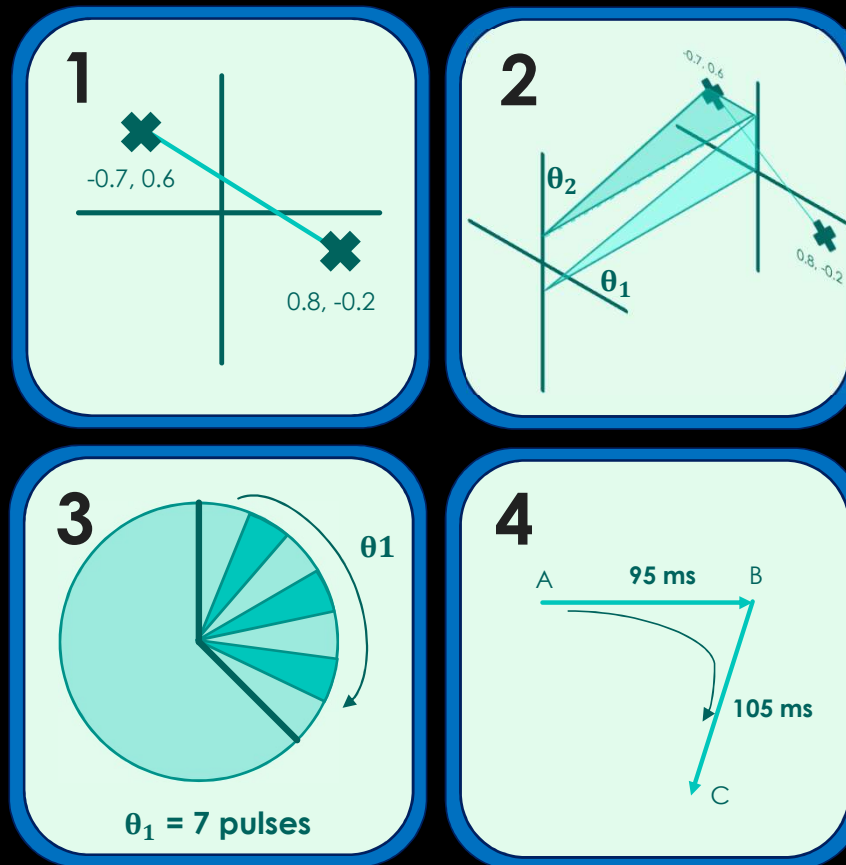
- Host computer generates realistic laser preview
- Time vector for each vertex automatically generated
- Shape data is serialized and transmitted



- Shape data received and stored in memory
- Draws shape stored in memory at full speed

# SHAPE VERTEX MAPPING

1. Map desired laser path to list of coordinates in memory (passed by host computer)
2. Inverse kinematics are applied to obtain angles
3. Angles are converted to encoder positions
4. Time vector is generated based on length of each line segment



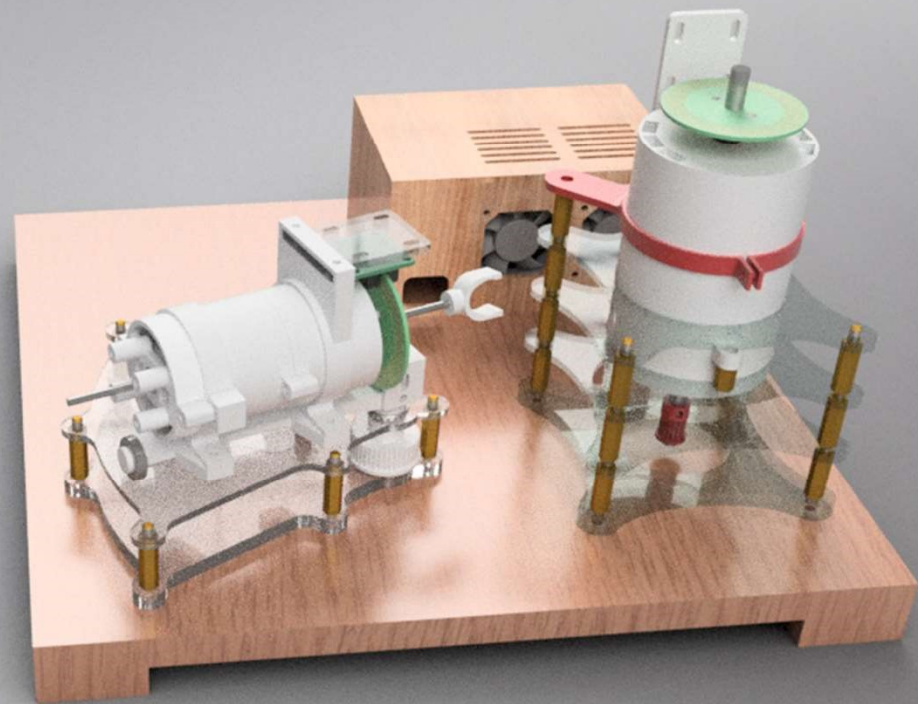
## EXPORT

- **Position:** x and y are exported in two arrays of floats
- **Time Vector:** relative time between commands are exported in an array of integers
- The exported data is sent through serial and parsed in microcontroller

# SUMMARY



- Fine tuned system models for the custom made motors
- Very fast and optimized controller firmware
- Capable of drawing any shapes from any internet connected device
- Integrated cooling fans
- 2:1 speed reduction with timing belt with adjustable tension



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