

## Gravitational Energy

- Gravity – gravitational field =  $g$  applies force = field \* mass.
- Energy to move up/down a field = force \* distance = J (joules)
- Field = N/kg (=  $m/s^2$ ) =  $g=9.81 m/s^2$  (on earth's surface)
- force=field\*mass=N ( $N=kg*m/s^2$ )
- Energy=J =  $kg*m^2/s^2$
- Q: how much required to lift 2 kg vertically 6m?  
 $E=mgh = 2kg*9.81 m/s^2 *6m = 120 J$
- Potential energy = how much will be released by moving *with* field = same amount as work energy required to move “up” against field
- A “drop” of 6m means  $g*d=9.81 m/s^2*6m=60 J/kg$  –means “drop” will release 60 Joules of energy for each kg that falls down it. It will take 60 Joules of work to raise each kg against it.
- Power = Energy/time = rate of energy transfer = Watts (1 W=1 J/s)
- Power bill is in KWH (Kilo-Watt hours) – should be Joules! 1 KWH = 1000 Watts \* 1 hour = 1000 Watts \* 3600 s = 3.6 MJ. 3.6MJ costs ~\$0.10 today

## Electrical Energy

- Charge (Q) is equivalent of mass, electric field equivalent of gravitational field, voltage (V) is equivalent of “drop” = potential energy per unit of charge
- Electric field, force felt in field = field \* charge
- Two points in a circuit have a potential energy difference of  $E=VQ$
- Every Coulomb of electrical charge will release 1 Joule of energy if it “falls” down a “drop” of 1 V

## Electrical Energy

Notes for CPS607 – Copyright Ryerson University 2009

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- Water analogy:
  - drop, pressure = voltage    amount of water = charge    flow rate = current
  - capacitor = water storage tank with input/output at bottom, pressure builds as water flows in, width of storage tank = capacity
- Current flow = C/s past a point
- Power = voltage \* current = J/C \* C/s = J/s
- Except during short circuits (BAD), all points along a wire are at the same voltage

## Batteries

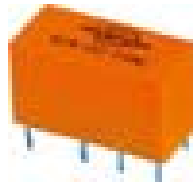
- If 1 C of charge flows from the + to – terminal of a 12V battery then  
Energy = voltage \* charge =  $VQ = 12 * 1 = 12$  Joules
- If a 12V battery has a capacity of 2 AH (Amp-Hours) then it can theoretically hold provide  $I=1$  A of current for 2 hours =  $2 * 3600 = 7200$  seconds. Total charge  $Q=It=1A * 7200s=7200$  C. Energy storage possible  $E=VQ=12 * 7200C = 86400$  J
- With some batteries they can typically supply current at 10% of the AH rating, so for 2AH it's reasonable to supply an average of 200mA. Others allow higher.

## Batteries

- Batteries in series: their voltages add – similar to two “drops” put one on top of another with gravity fields. Two 1.5V AA batteries in series give 3.0V.
- Series – positive of one connected to negative of another
- Batteries in parallel: their current capacity adds. Two 1.5V AA batteries in parallel provide 1.5V power source with twice the potential current – or a 1.5V power source that lasts twice as long for the same current draw (compared to a single battery)
- Common batteries: AA, AAA, C, D all have ~1.5V for Alkaline (non-rechargeable), ~1.2V for NiCad rechargeables. 9V square batteries = 9V (just composed of 6 smaller cells inside in series), ~7.2V for rechargeable.
- Also common is 9.6V battery packs for RC cars.
- 12V lead acid, ‘Gel cells’ are also common – in backup lighting and larger mobile robots!
- Q: A toy has 4 AA batteries in series. What voltage will the total battery pack be for 1: Alkaline, 2: Nicad?     A: 6.0V, 4.8V
- Lithium batteries have greater energy storage per weight and size, have greater peak current capacity – and don’t have Nicad “memory effect”. They are used in most cell phones. Drawback is cost.

## Relays

- Electromechanical device – small current through input coil allows control of larger current.
- Equivalent to closing a switch, except that it's done by an electromagnet
- Spring loaded to return switch to default position when electromagnet turns off
- “click” sound.
- Cannot be turned on and off rapidly (eg. Cannot turn a relay on and off 100 times a second)
- Benefit: control a lot of current with a small device



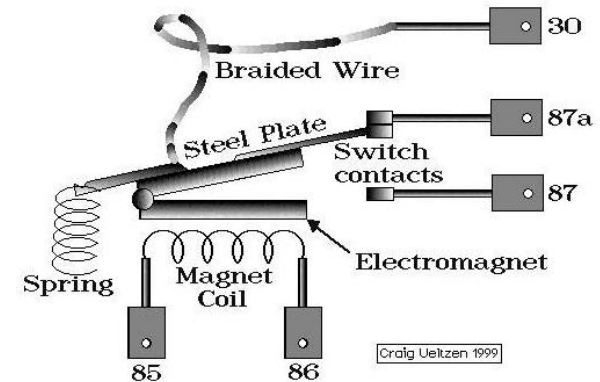
## Configurations

Relays, like switches, have various configurations:


- SPST-NO = single pole, single throw, Normally Open
- SPST-NC = single pole, single throw, Normally Closed
- SPDT = single pole, double throw: both a normally open and normally closed contact
- DPDT = double pole, double throw: two separate switches controlled from the same electromagnet, each switch has both a normally open and normally closed contact

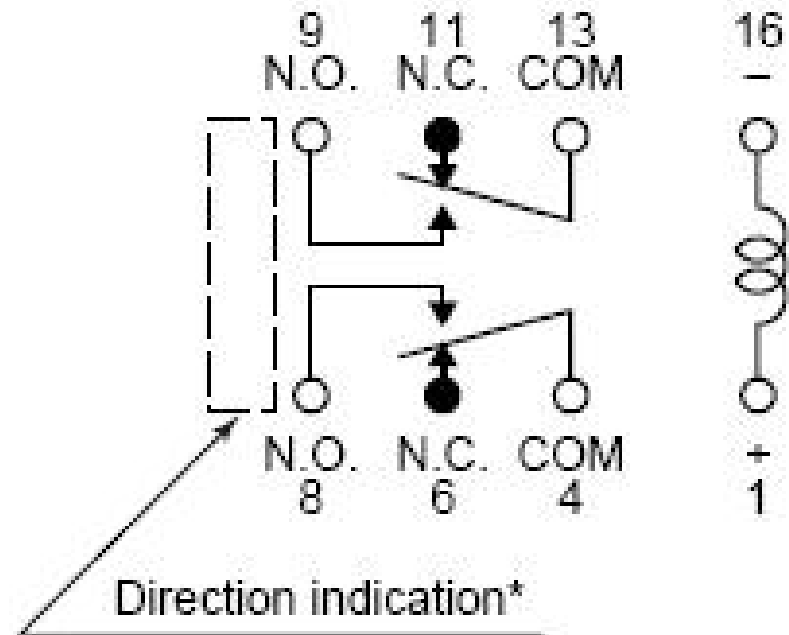
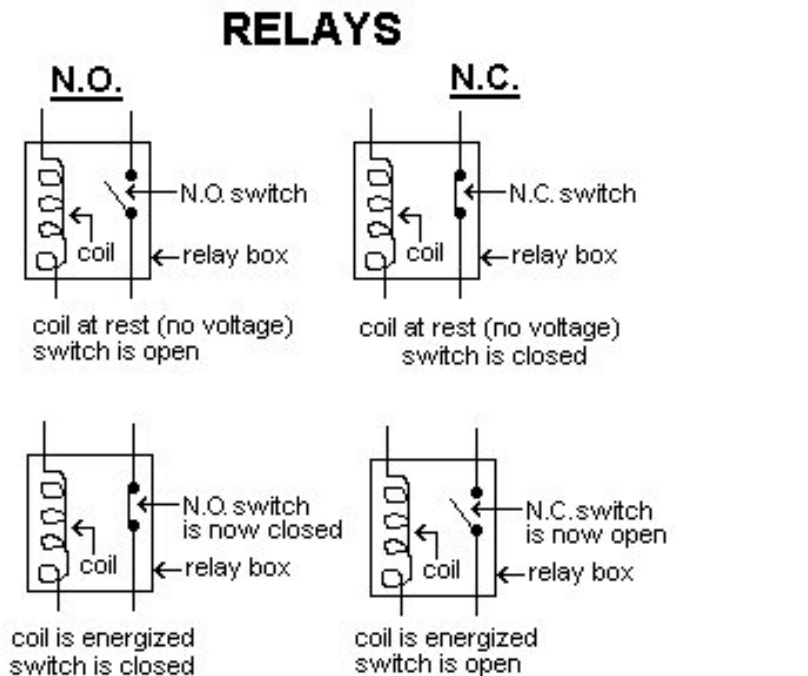
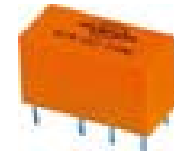
Image source: <http://www.classictruckshop.com/clubs/earlyburbs/projects/bosch/relay.htm>

Image source: <http://www.maplin.co.uk/searchtemplate.asp?criteria=2V%20RELAY>



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### DC Motors

- DC motors use a constant voltage source, current flows in just one direction (DC=direct current)
- Apply a voltage to a DC motor and it applies a torque on its shaft. If the torque exceeds external torques (friction, load) then the shaft starts rotating (angular acceleration)
- The larger the voltage you apply to a DC motor, the faster it goes (to be explained later in the course)
- To make the motor turn the other direction, reverse the voltage applied to the motor

### Using Switches (or Relays) to Control Motors (one direction)

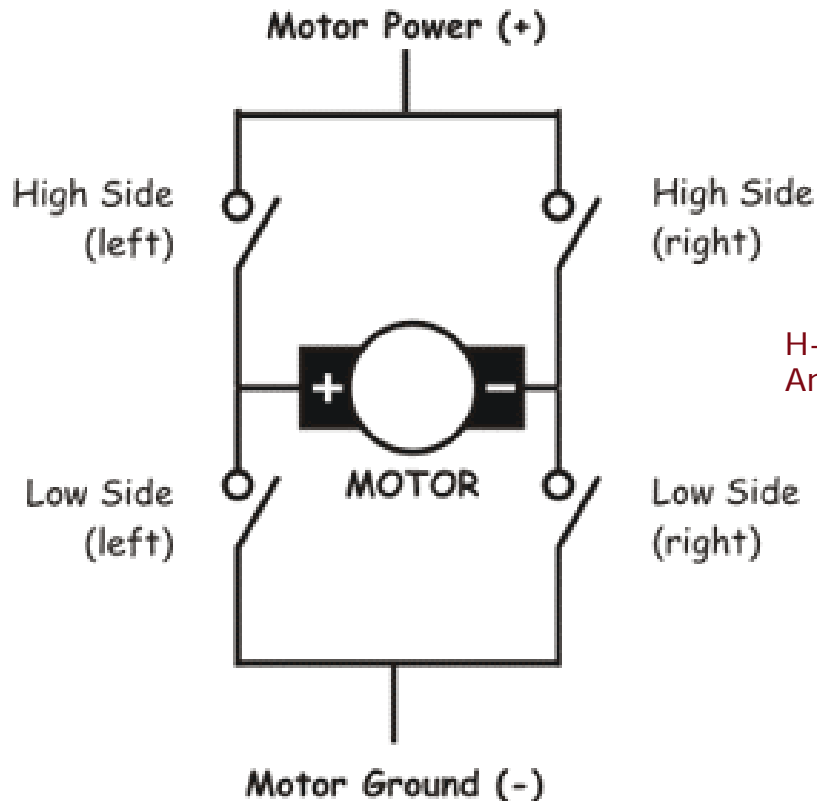
- To turn a motor on and off you need to connect or break the flow of current. You can connect the + terminal of a battery through a switch to one terminal of the motor, with battery – connected to the other motor terminal. Alternatively you can put the switch between the motor and battery – instead.
- With a single voltage source you only need 1 switch to control the motor.

### Using Switches (or Relays) to Control Motors (both directions)

- Assuming you have a single voltage source, such as a battery (or battery pack), to make the motor spin one way you need to connect + to one motor terminal, and – to the other. To spin the other way you need to disconnect + to the first terminal and connect -, likewise disconnect – from the second and connect +.
- With a single voltage source you need 4 switches to control the motor.

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H-bridge tutorials: link below from image,  
And <http://en.wikipedia.org/wiki/H-bridge>

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