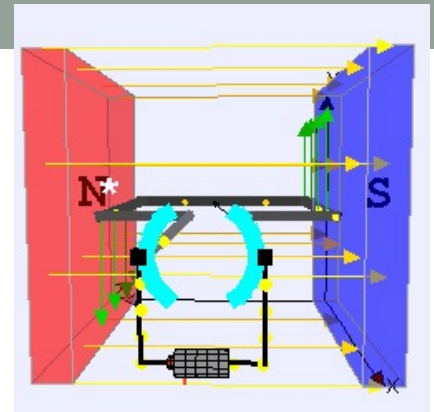


CISC 1003 - EXPLORING ROBOTICS



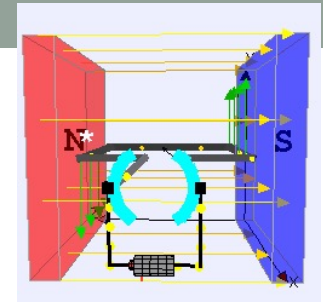
GEARS

Motors



- Compared with all other types of actuators, **direct current (DC) motors** are simple, inexpensive, easy to use, and easy to find.
- Motors have a copper wire wound in a way that creates magnetic fields
 - These “push” the rotor inside of the motor around in a circle.

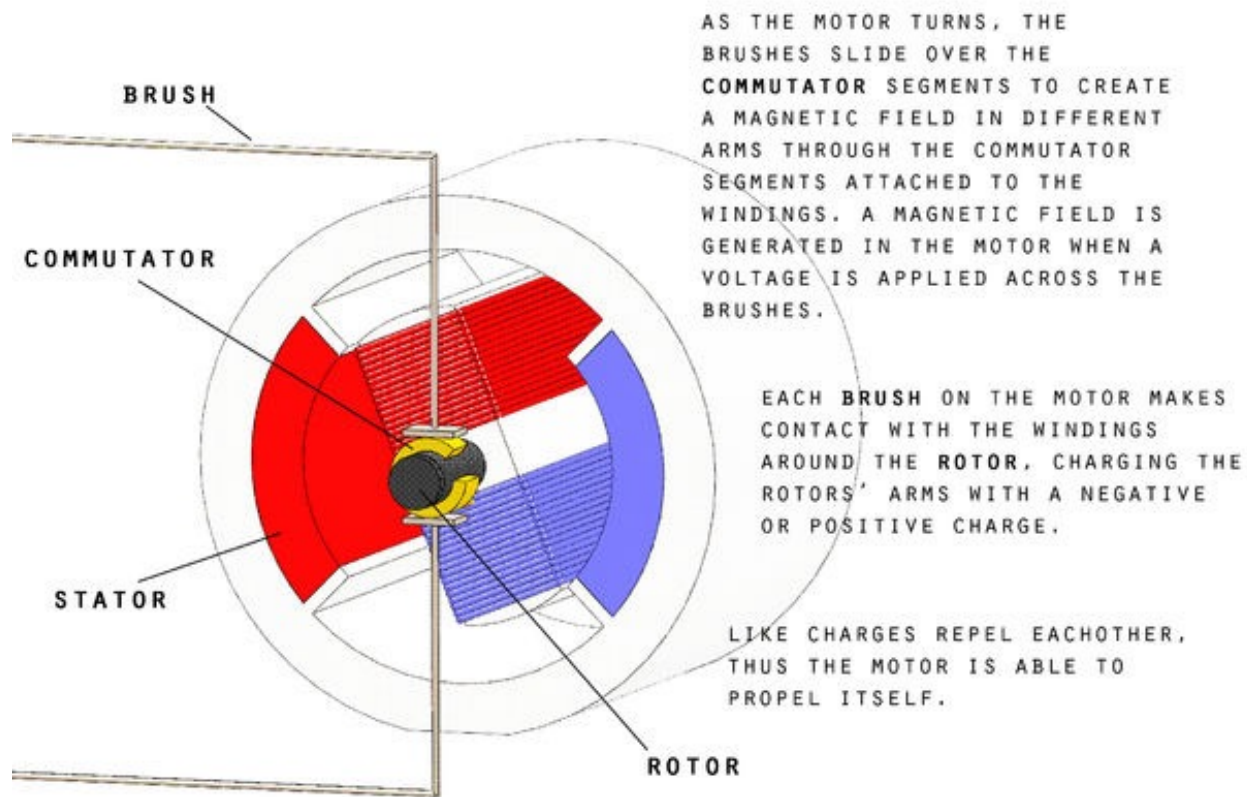
Motors



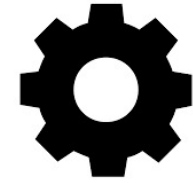
- To make a motor run, you need to provide it with electrical power in the right voltage range.
 - Low voltage, slower movement.
 - Higher voltage, faster movement
 - but more wear on the motor and can burn out if run fast for too long.
 - Like a lightbulb on a battery. More voltage means a brighter light.

Motors

ELECTRIC MOTORS



Gears



- Gears are wheels with teeth. Gears mesh together and make things turn.
- Gears are used to transfer motion or power from one moving part to another.

Gearing of motors



- Combining different ***gears*** is used to change the speed and ***torque*** (turning force) of motors.

Gears – The Purpose

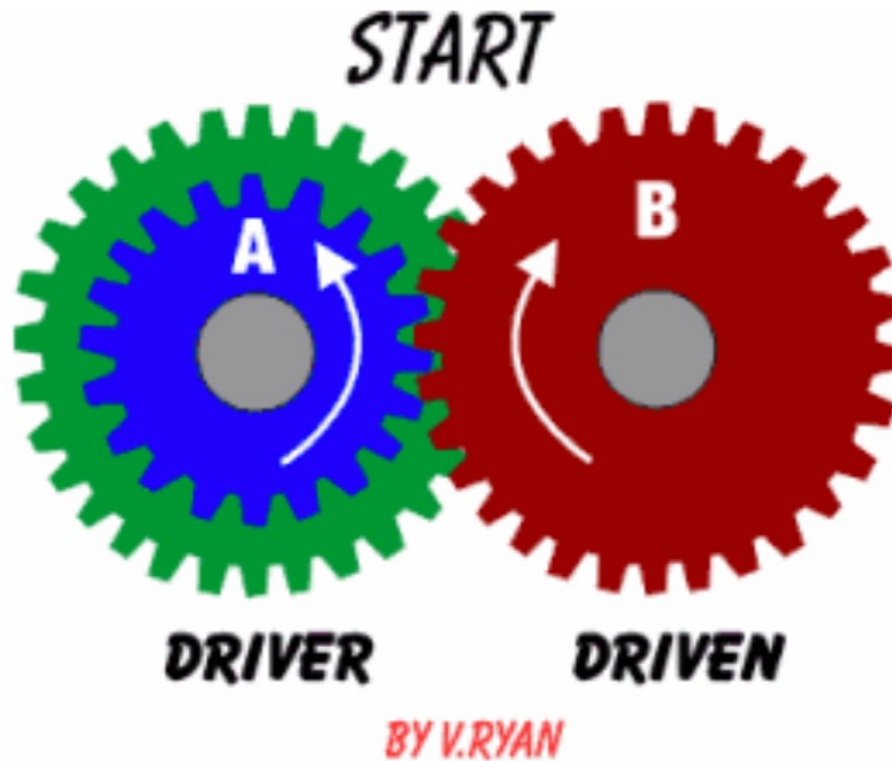
- Sports cars go fast (have speed) but cannot pull any weight.
- Big trucks can pull heavy loads (have power), but cannot go fast.
- Gears cause this.
 - Gears increase or decrease the power or speed,



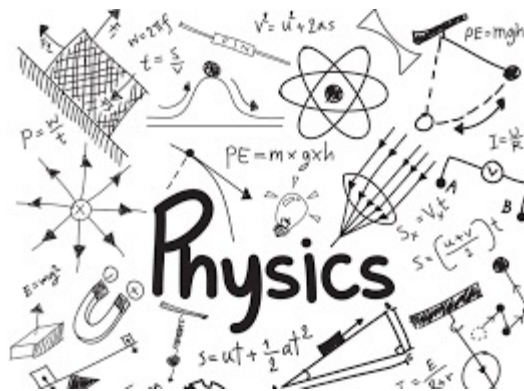
Compound Gears

- Compound gears are used in engines, workshop machines and in many other mechanical devices.
- In the diagram, gear 'A' is actually two gears attached to each other
 - and they rotate around the same center.
- Compound gears may be used so that the final gear in a gear train rotates at the correct speed

Compound Gears

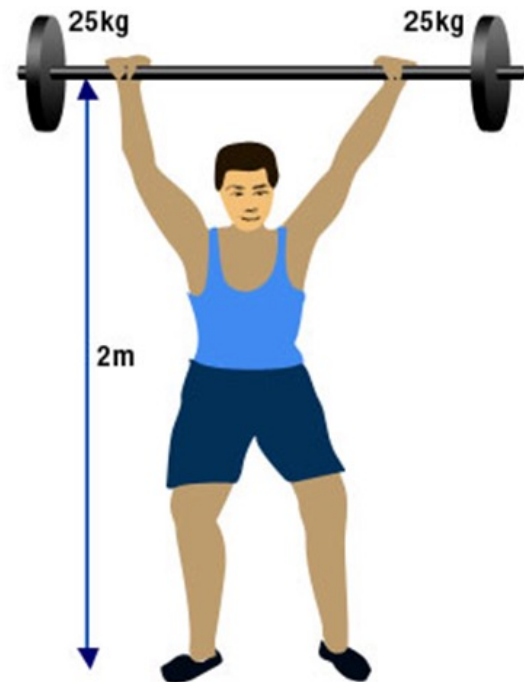


SOME PHYSICS



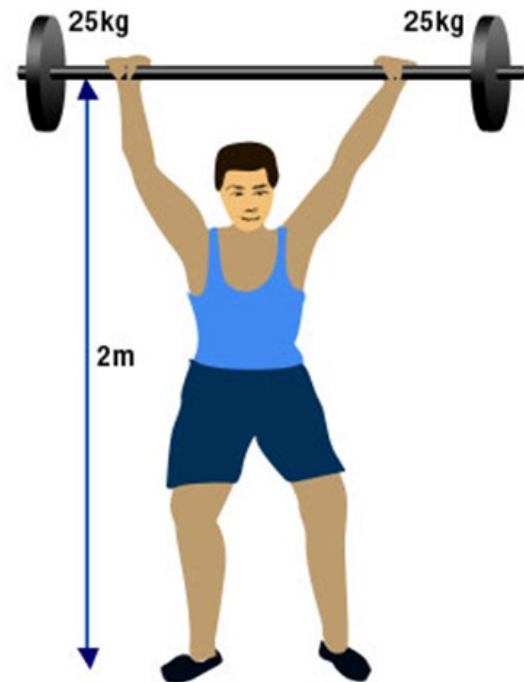
Work, Force and Distance

- Energy is the ability to do work
- Measured in Joules
- Work: The action of a *force* to cause *displacement* of an object
 - $\text{Work(J)} = \text{Force (N)} \times \text{distance (m)}$
 - 1 joule = 1 Newton * 1 meter



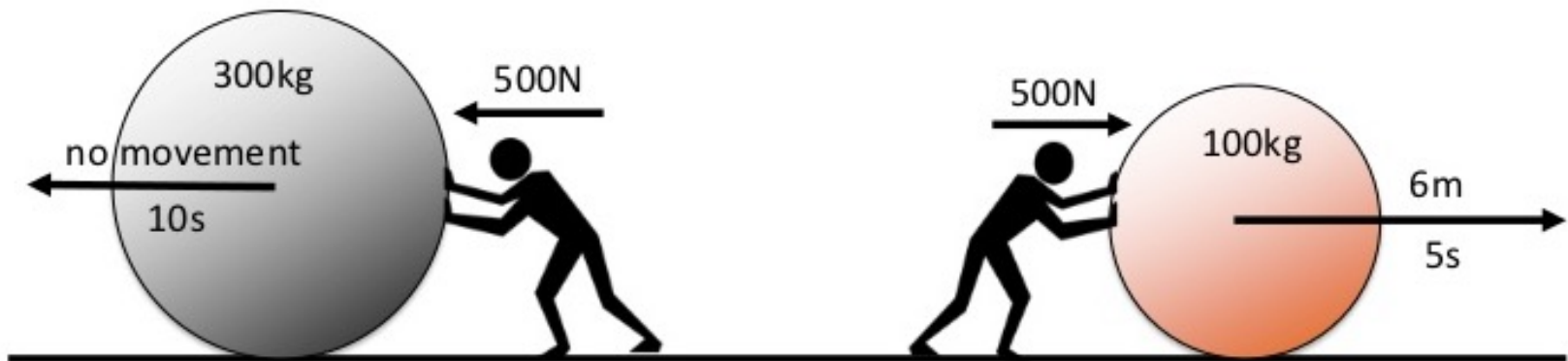
Work, Force and Distance

- Here, in this figure, we can say that the work done upon the weight against gravity is
- $(\text{Mass} \times \text{acceleration due to gravity}) \times \text{Displacement}$
- $= (25 \times 2 \times 9.8) \times 2 = 980 \text{ J}$



Work, Force and Distance

- Who has done the most work?
 - $\text{Work} = \text{Force} \times \text{Distance}$

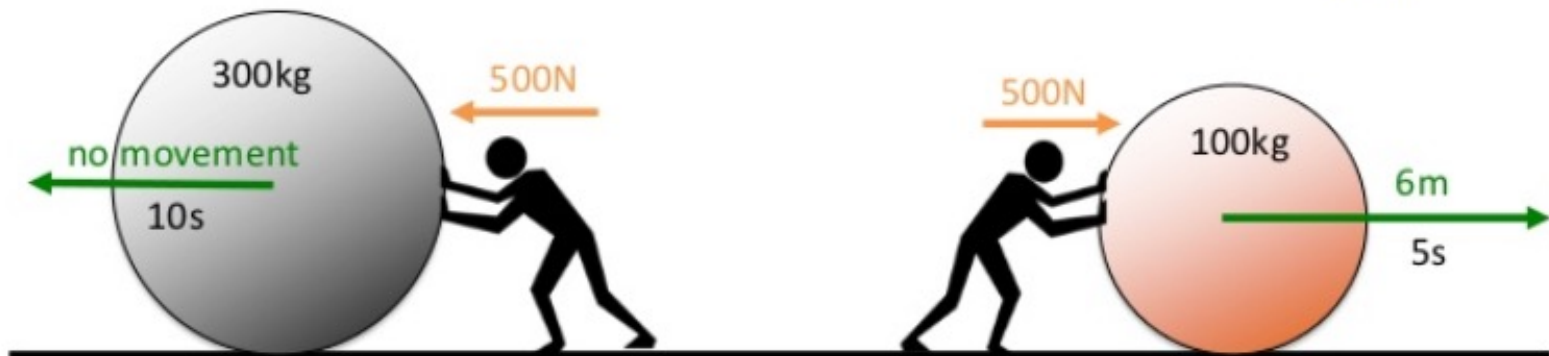


Work, Force and Distance

- Who has done the most work?
 - Work = Force x Distance

$$\begin{aligned}\text{Work} &= 500\text{N} \times \underline{0\text{m}} \\ &= 0\text{J}\end{aligned}$$

$$\begin{aligned}\text{Work} &= 500\text{N} \times 6\text{m} \\ &= 3000\text{J} \text{ (3kJ)}\end{aligned}$$



Torque

- Torque is a measure of the force that can cause an object to rotate about an axis.
- TORQUE measures ROTATIONAL FORCE
- $TORQUE = FORCE \times DISTANCE$
 $= FORCE \times Radius$
 - RADIUS of the rotational circumference.

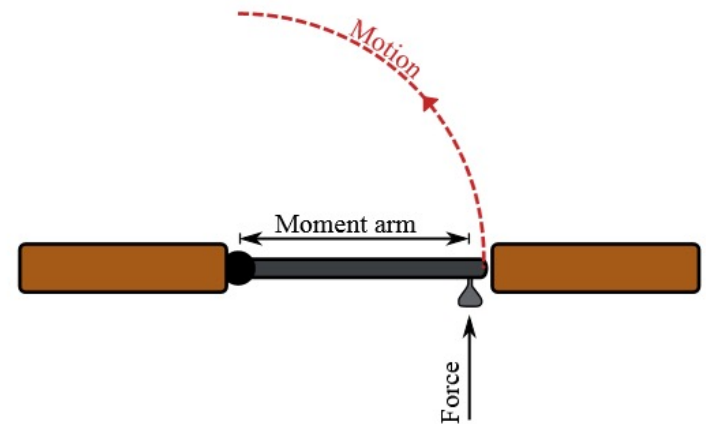
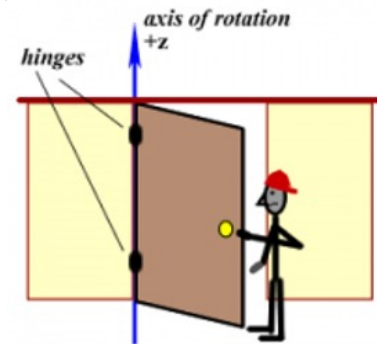


Figure 1: Opening a door with maximum torque.

Torque

- Torque is the twisting force – or rotational force – applied by your hand that causes rotation
- You apply torque three times when you simply open a locked door:
 - turning the key, turning the doorknob, and pushing the door open so it swings on its hinges!



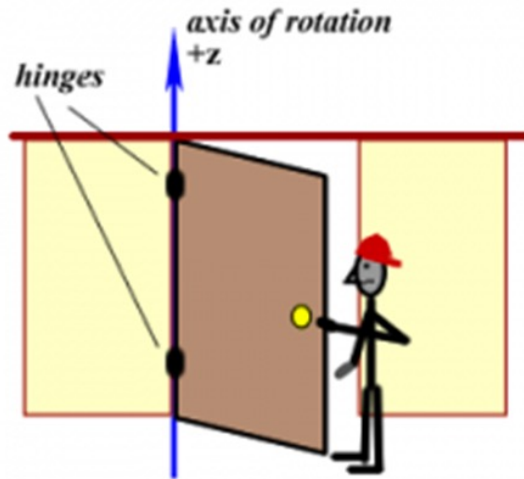
https://www.forcegauge.net/en/knowhow/force/top/_torque

<https://physics.stackexchange.com/questions/66976/how-much-torque-does-it-take-to-turn-a-doorknob>

<https://efcms.engr.utk.edu/ef151-2019-08/sys.php?f=bolt/bolt-main&c=class-4-4&p=torque>

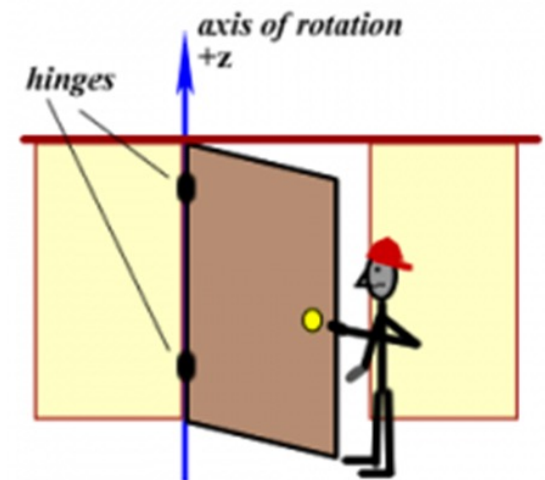
Torque

- Example: opening a door:
 - Torque is the angular force that the person exerts



Torque

- What if your door knob was closer to the hinge?
 - But you used the same force to open it?
 - It would be much harder to open
 - Torque is smaller
 - $TORQUE = FORCE \times DISTANCE = FORCE \times Radius$



Gearing of motors



- Combining different *gears* is used to change the speed and torque (turning force) of motors.
- Work, as defined in physics, is the product of force and distance.
 - $\text{Work} = \text{force} \times \text{distance}$
 - Distance moved in the direction of the force
- Gears rotate around their axis in a certain velocity
 - Rotational Velocity is specified in Rotations Per Minute.

Gearing of Motors



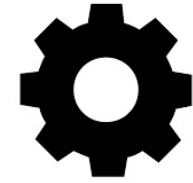
JSUMO

- ***Torque*** provided by motor is typically constant
- For a wheel on the ground, ***torque*** needed to turn wheel equals to overcome friction
 - $Torque = F_f * Radius$
- For a larger wheel, smaller rotational force will be provided by same engine
 - Harder to turn larger wheels
 - Think of a truck vs. car, who has the bigger engine?

Gears

- Increase Torque/Reduce Speed

Gears



- Both the input gear (driven gear) and the output gear each have a set number of teeth
- The ratio between these two gears can be used to find the torque and speed of the output gear
 - if the input torque/speed to the driven gear is known.

Gears



Academy Artworks

- **Output Speed** = (*Input gear / Output gear*) * *Input Speed*
- **Output Torque** = (*Output gear / Input gear*) * *Input Torque*

Gears - example



Academy Artworks

- A motor is attached to a 10 tooth spur gear
 - Gear spins at 100 rpm (rotations per minute)
 - Gear has a torque of 1 joule
- 20 tooth gear attached to the 10 tooth gear
- What are the output speed and torque?

Gears - example

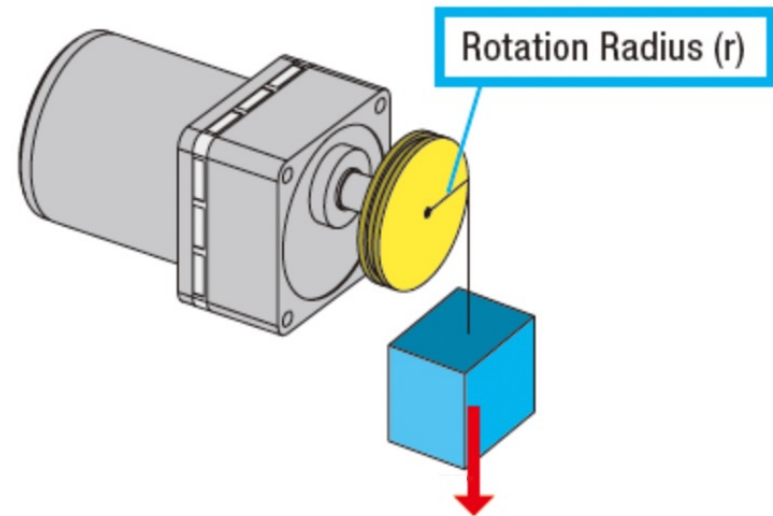


Academy Artworks

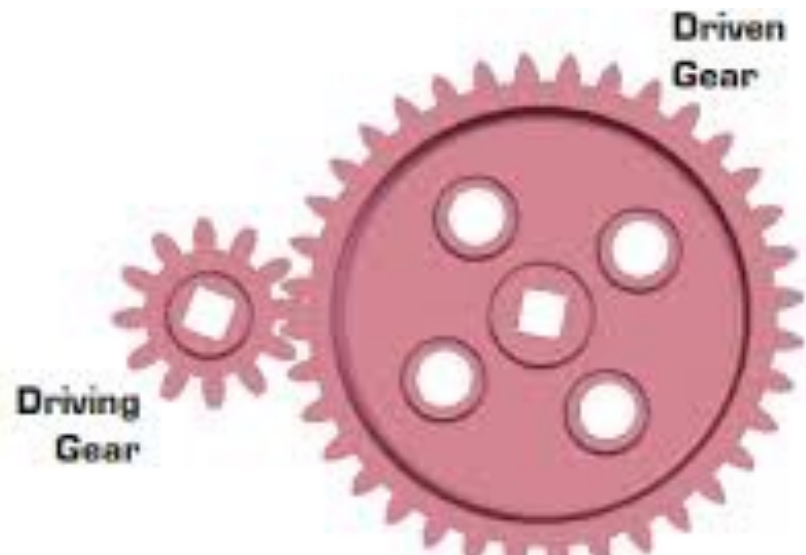
- A motor is attached to a 10 tooth spur gear
 - Gear spins at 100 rpm (rotations per minute)
 - Gear has a torque of 1 joule
- 20 tooth gear attached to the 10 tooth gear
- What are the output speed and torque?
 - Output speed = $(10 / 20) * 100 = 50$ rpm
 - Output torque = $(20 / 10) * 1 = 2$ joules

Gears for Weight Lifting

- Weight Lifting Test

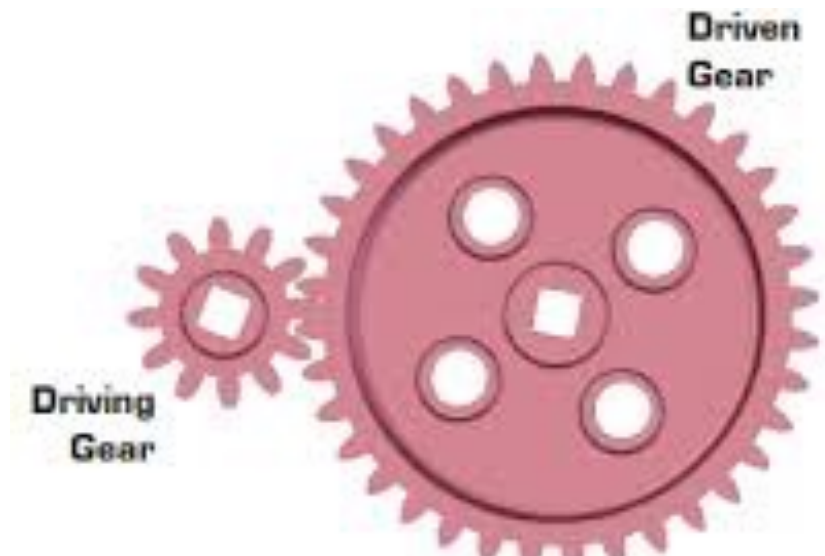


Combining Gears



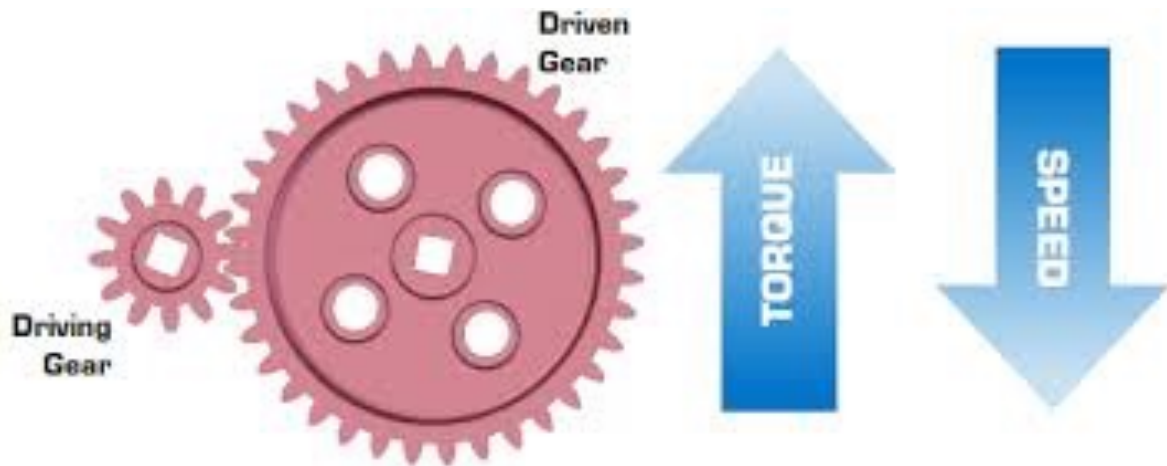
Combining Gears

- What happens to the speed?
- What happens to the torque?

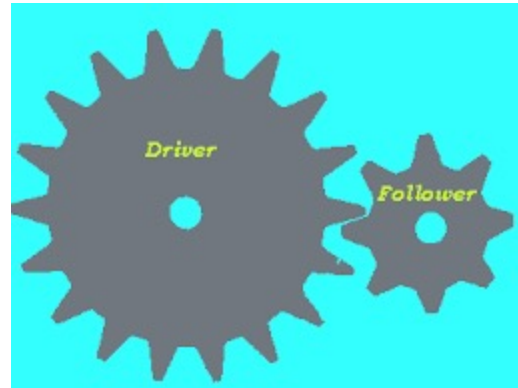


Combining Gears

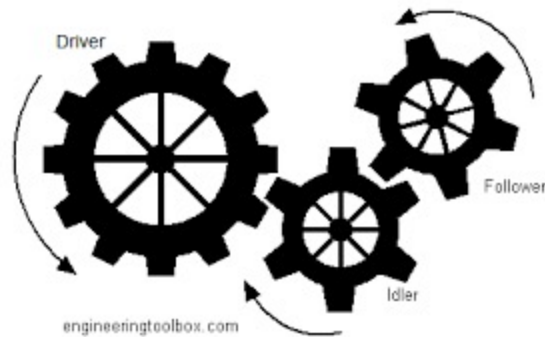
- What happens to the speed?
- What happens to the torque?



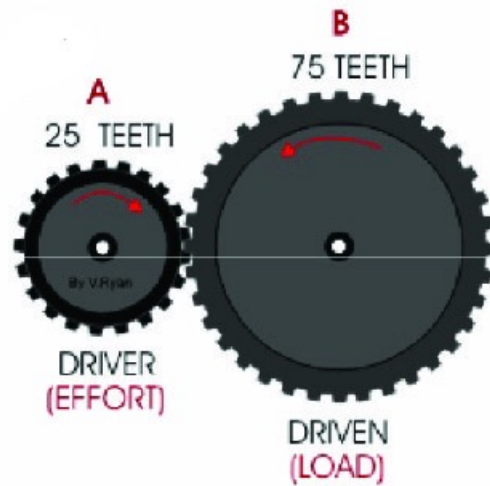
Gear System



- Compound Gears



Gear Ratio



$$\frac{\text{Driven}}{\text{Driving}} = \frac{75}{25} = \frac{3}{1} \rightarrow \mathbf{3:1}$$

Gears – The Purpose



Academy Artworks

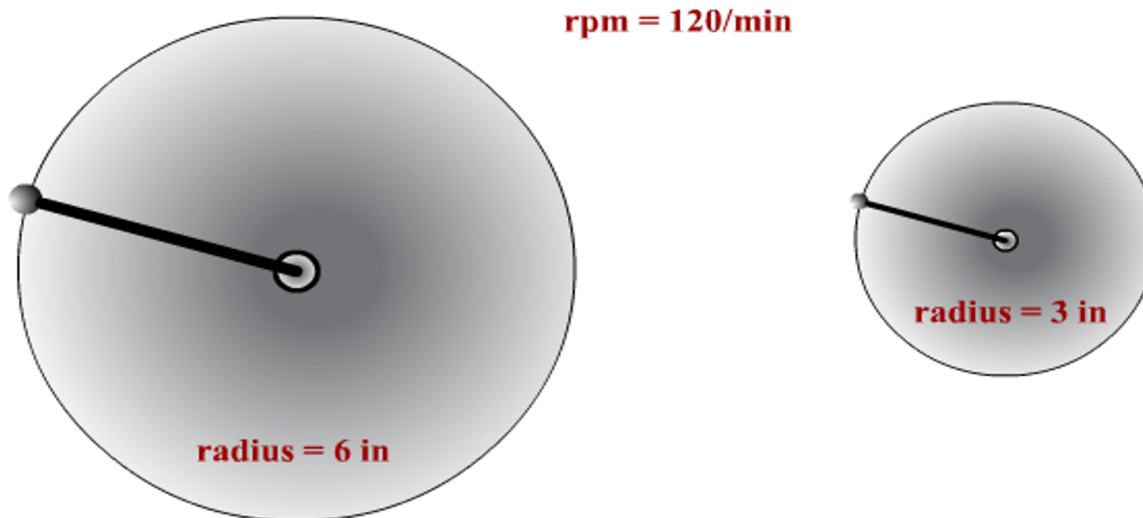
Gears are generally used for one of four different reasons:

- To reverse the direction of rotation
- To increase or decrease the speed of rotation
- To move rotational motion to a different axis
- To keep the rotation of two axis synchronized



Rotational and Linear Velocity

- Both wheels touch the ground and rotate at 120rpm
- Which wheel will travel further?
 - Larger wheel will travel further!
 - Can we calculate its linear velocity?



Rotational and Linear Velocity



- Rotational Velocity (RV) to Linear Velocity (LV) conversion:

- Find the Circumference (C) of the circles:

$$C = 2 \times \pi \times r \text{ inches (where } r \text{ is the radius)}$$

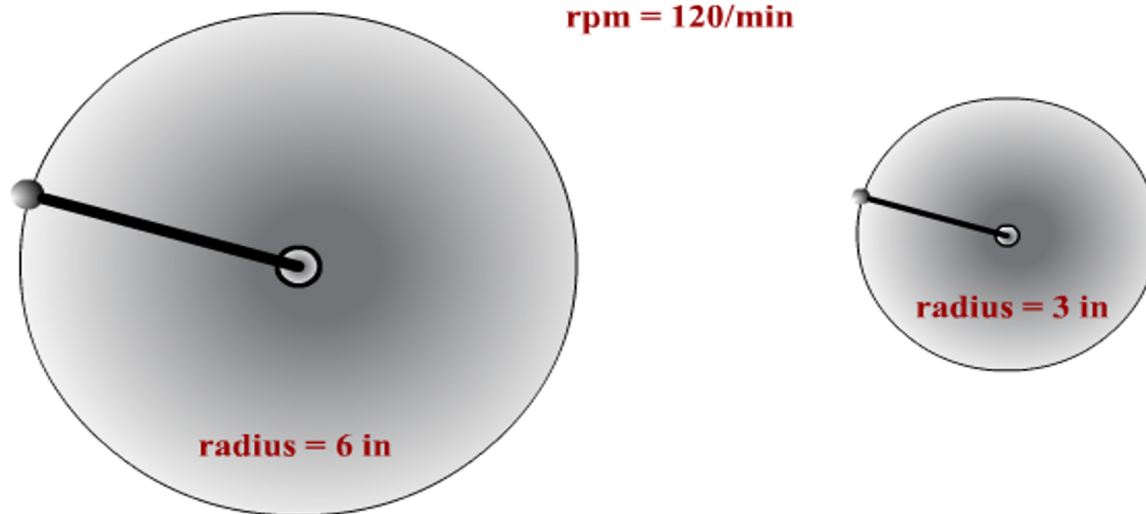
- Where $r = \text{radius}$

- $\text{Linear Velocity} = C \times \text{Rotational Velocity}$



RV to LV conversion:

- Find the Circumference (C) of the circles:
 - $C = 2 \times \pi \times r$ inches (where r is the radius)
- Larger circle: $C_1 = 2 \times \pi \times 6 = 37.70 \text{ inches}$
- Smaller circle: $C_2 = 2 \times \pi \times 3 = 18.85 \text{ inches}$



RV to LV conversion:



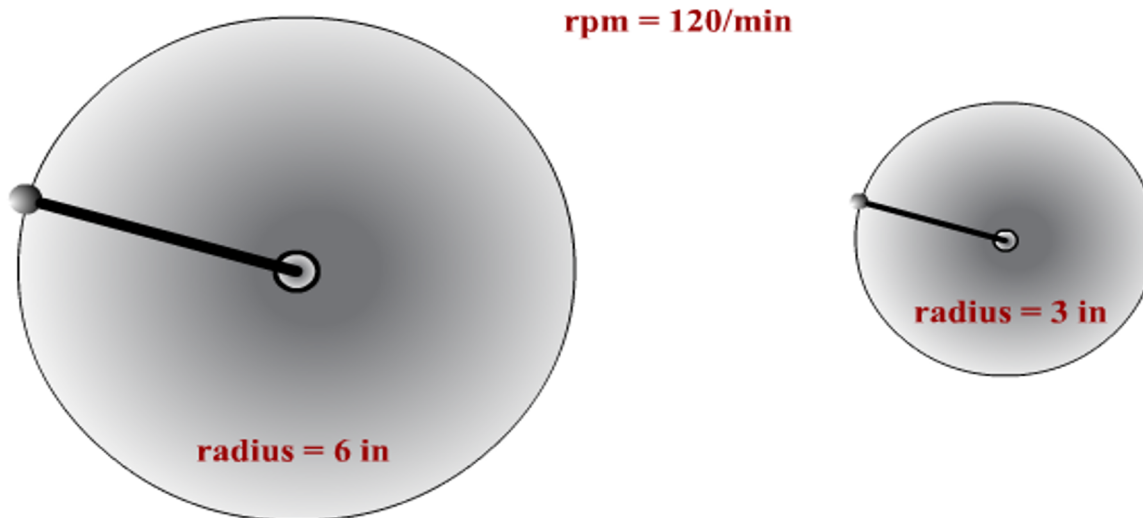
- *Linear Velocity = C x Rotational Velocity*
(120 rpm speed of both circles)

Larger wheel:

- $V_l = 37.70 * 120 = 4524 \text{ inches/min}$
- Smaller wheel:
 - $V_2 = 18.85 * 120 = 2262 \text{ inches/min}$

Rotational and Linear Velocity

- Note:
 - Rotational Velocity is specified in Rotations Per Minute.
 - Linear Velocity is usually specified in Feet Per Minute



- Tangential and Linear Velocity
- Tangential velocity is the **linear speed of any object moving along a circular path**
- Tangential velocity is the linear component of the speed of any object moving along a circular path.
 - **The object moves at a distance r from the center
=> the body's velocity is directed tangentially at any instant.**

Lab time!

- Let's work with our robots!

