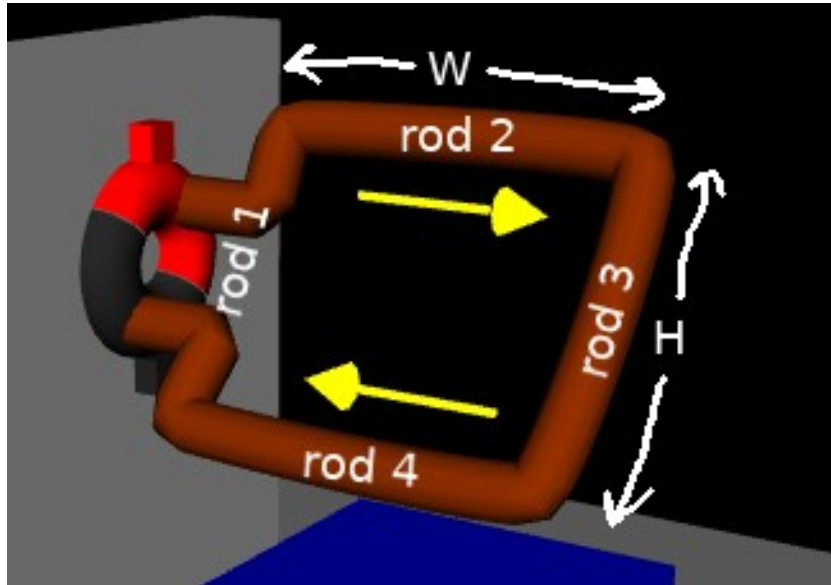


Moment of inertia



$$m_r = \frac{M}{4}$$

$$\text{Rod } 1, 3 = \frac{1}{12} m_r H^2$$

$$\text{Rod } 2, 4 = m \left(\frac{H}{2} \right)^2$$

$$\text{Total} = \frac{1}{6} M H^2$$

Force and torque

$$I_{current} = \frac{\mathcal{E}}{R}$$

$$\vec{F} = I_{current} \vec{\ell} \times \vec{B}$$

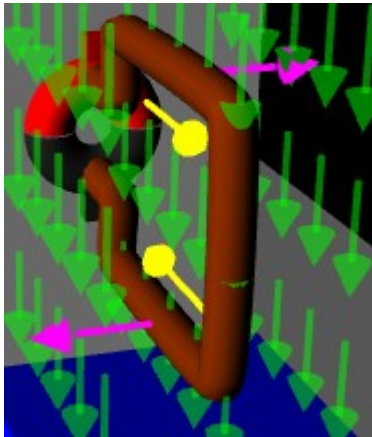
$$\vec{\tau} = \vec{r} \times \vec{F} = I_{inertia} \alpha$$

- Gets repeated for top and bottom wire
- Code runs about 60 times per second
- When the acceleration is found, it is multiplied by the time elapsed in order to calculate angular velocity
- Then angular velocity is used to update rotation

Back EMF

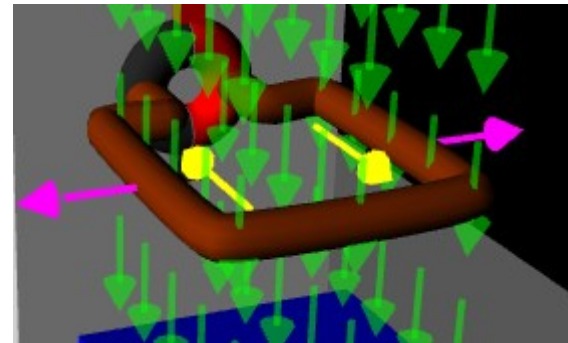
$$\Phi_B = \oiint \vec{B} \cdot d\vec{S} = B \times A \times \sin(\theta) \quad \varepsilon = \frac{-d\Phi_B}{dt} = -B \times A \times \omega \times \cos(\theta)$$

- As armature spins, magnetic flux changes – so by Faraday's Law, there's an induced EMF
- This counteracts the supplied voltage from the battery
- It increases linearly with ω
- θ is angle of rotation, not angle between B and A vectors!
- What happens when you disconnect the battery?



$$\theta = 0$$
$$\Phi_B = 0$$

minimum flux



$$\theta = 90^\circ$$

$$\Phi_B = BA$$

maximum flux

Limitations

- **Simulation isn't complete**

- Missing inductive term

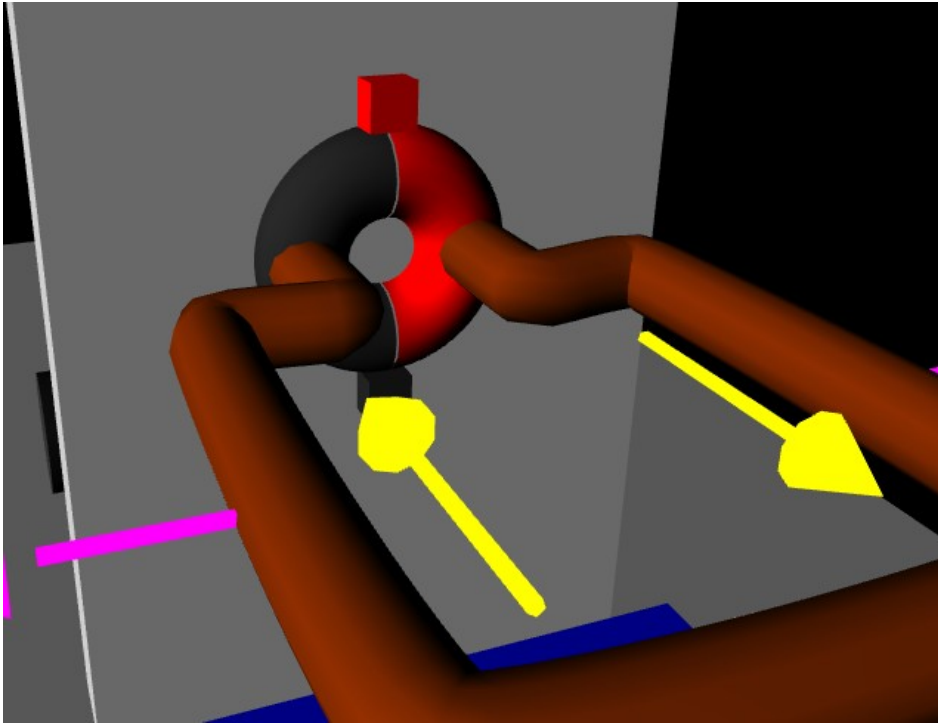
$$\varepsilon = -L \frac{dI}{dt}$$

- Armature is a coil \rightarrow an inductor!
- Therefore it should be resisting the change in current
- Simulation does not account for this
- Would also be nice to graph different parameters over time

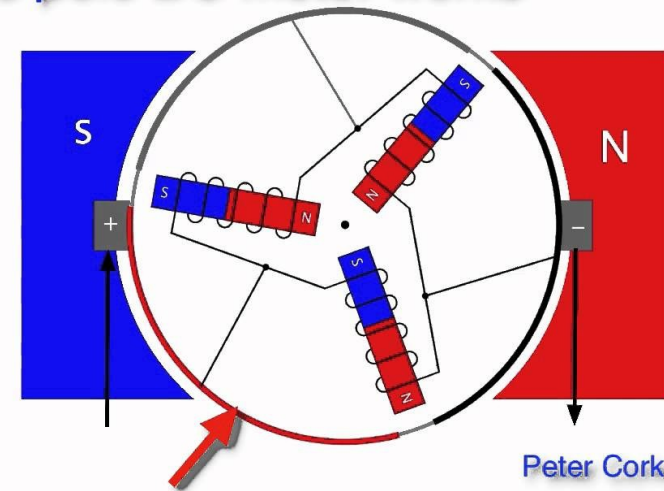
- **Motor design has some problems**

- “Torque ripple” – the torque is not constant for all angles
- Most DC motors have more than two poles to avoid shorts

Better motor designs



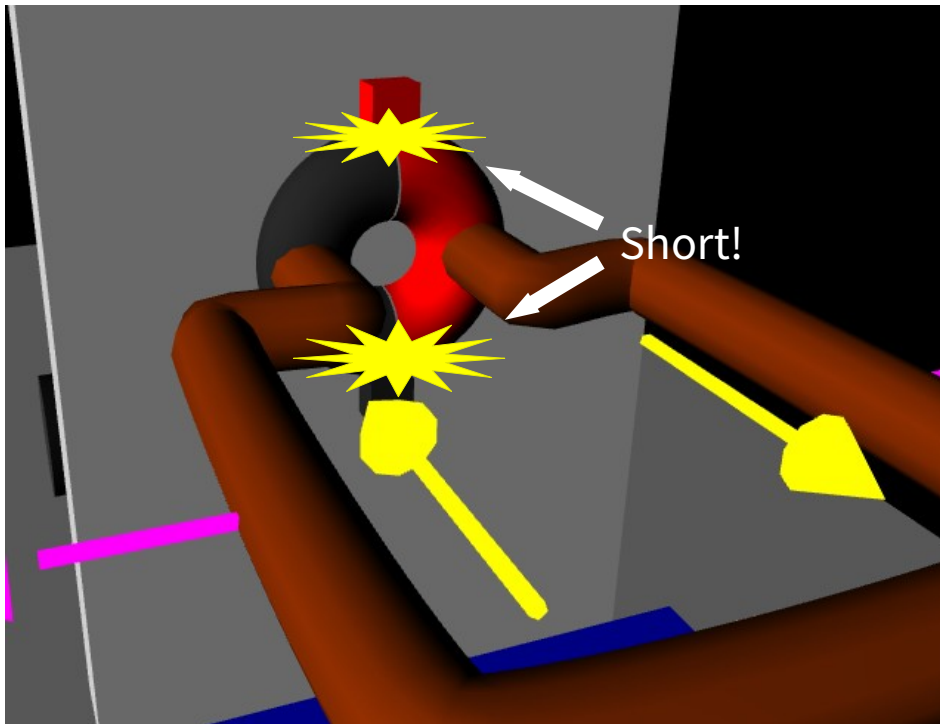
How a 3-pole DC motor works



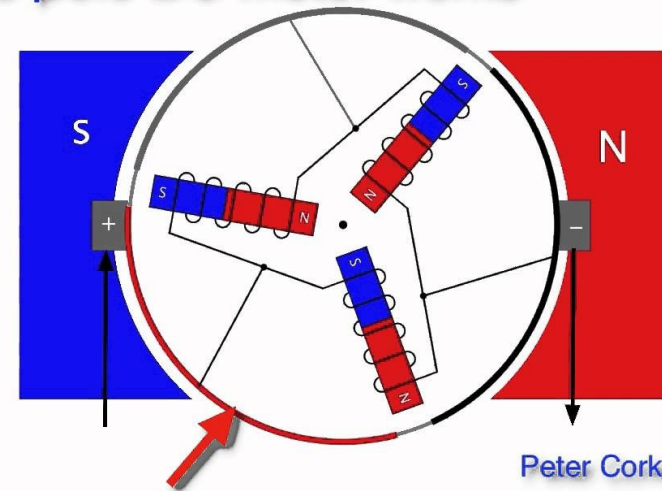
Peter Corke (c) 2014
petercorke.com

<https://www.youtube.com/watch?v=1673-0Y3fFQ>

Better motor designs



How a 3-pole DC motor works



<https://www.youtube.com/watch?v=1673-0Y3fFQ>

Website

- <https://web.mit.edu/astuder/www/motorsim/>