Bode plot analysis (in short)

 $s = j\omega$ $FT(j\omega)$

then plot

 $20\log \left| FT(j\omega) \right|$ $\angle FT(j\omega)$



$$FT = 20\log K + 20\sum \log(1 + \frac{\omega}{\omega_{zi}}) - 20\sum \log(1 + \frac{\omega}{\omega_{pk}})$$



The (asymptotic) plot is accurate for...

- Real valued poles and zeros, no resonance!
- Successive poles/zeros are separate by a factor of 7 or so, they don't interact

Gain and phase margin

$$GM = -20\log(|FT|) \quad @ \omega_{\pi}$$
$$PM = \pi - \varphi(FT) \quad @ \omega_{0}$$



RA 2007

Rule of thumb

- Common design objectives:
 Gain margin > 20dB
 - Phase margin > 45 degrees

Compensator



Effects of compensation



This plot is not a real one!

Back to the global view



Sensors

- Potentiometers
- Encoders
- Tachometers
- Inertial sensors
- Strain gauges
- Hall-effect sensors
- and many more...

Potentiometer



- Simple but noisy
- Requires A/D conversion
- Absolute position (good!)

Note



• The resolution of the sensor multiplied by TR

RA 2007

Encoder

- Absolute
- Incremental

Absolute encoder

phototransistors



Incremental encoder

- Disk single track instead of multiple
- No absolute position
- Usually an index marks the beginning of a turn

Incremental encoder



- Sensitive to the amount of light collected
- The direction of motion is not measured

Two-channel encoder

• 2 channels 90 degrees apart (quadrature signals) allow measuring the direction of motion



Moreover

- There are "differential" encoders
 - Taking the difference of two sensors 180 degrees apart
- Typically
 - A, B, Index channel
 - A, B, Index (differential)
- A "counter" is used to compute the position from an incremental encoder

Increasing resolution

• Counting UP and DOWN edges - X2 or X4 circuits

Absolute position

• A potentiometer and incremental encoder can be used simultaneously: the pot for the "absolute" reference, and the encoder because of good resolution and robustness to noise

Analog locking

- Use digital encoder as much as possible
 - Get to zero error or so using the digital signal
- When close to zeroing the error:
 - Switch to analog: use the analog signal coming from the photodetector (roughly sinusoidal/triangular)
 - Much higher resolution, precise positioning

Tachometer

- Use a DC motor
 - The moving coils in the magnetic field will get an induced EMF

$$c \oint_{\delta s} \overline{E} \bullet d\overline{l} = \frac{d}{dt} \iint_{s} \overline{B} \bullet d\overline{S}$$

- In practice is better to design a special purpose "DC motor" for measuring velocity
- Ripple: typ. 3%

As already seen...



Measuring speed with digital encoders

- Frequency to voltage converters - Costly (additional electronics)
- Much better: in software

- Take the derivative (for free!)

$$v(kT) = \frac{p(kT) - p((k-1)T)}{T}$$

Inertial sensors

• Accelerometers:



Gyroscopes

• Quartz forks



 $F = 2m\omega \times V$

Strain gauges

- Principle: deformation $\rightarrow \Delta R$ (resistance) - Example: conductive paint (Al, Cu)
 - The paint covers a deformable nonconducting substrate

$$R = \frac{L}{\sigma A} \Longrightarrow \Delta L, A = const \Longrightarrow \Delta R$$

Reading from a strain gauge



$$R_1 R_2 = R_g R_b \Longrightarrow V_{ab} = 0$$

$$\Delta V_{ab} = f(\Delta R_g)$$

RA 2007



$$F_{lorentz} = q\vec{v} \times \vec{B}$$

Example

• Measuring angles (magnetic encoders)



Back to the global view



Microprocessors

- Special DSPs for motion control
 - Some are barely programmable (the control law is fixed)
 - Others are general purpose and they are mixed mode (analog and digital in a single chip)

Example

- DSP 16 bit ALU and instruction set
- PWM generator (simply attach this to either T or H amplifier)
- A/D conversion
- CAN bus, Serial ports, digital I/O
- Encoder counters
- Flash memory and RAM on-board
- Enough of all these to control two motors (either brush- or brushless)

Problem set



Simulate the following situation and build a controller for it.

-B = 10*Bm

-J = a thin bar 0.2m long and 0.2kg in weigth

-Motor: 1331

-A=1

-ta=3ms

-Add blocks as needed