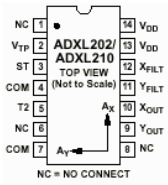


CSE444: Introduction to Robotics

Lesson 4a: Working with Actuators

ALL Follows
Summer 2019



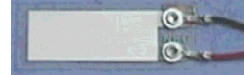
Accelerometer



Gyro



Pendulum Resistive Tilt Sensors



Piezo Bend Sensor



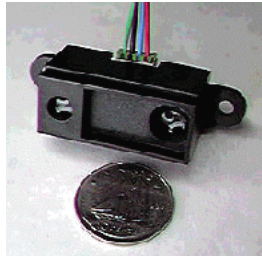
Metal Detector



Gas Sensor



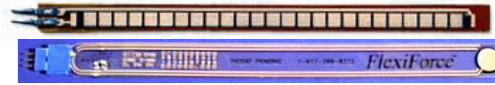
Gieger-Muller Radiation Sensor



Digital Infrared Ranging



CDS Cell Resistive Light Sensor



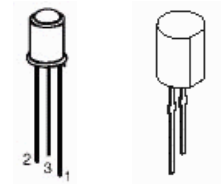
Resistive Bend Sensors



UV Detector



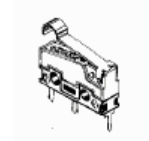
Pyroelectric Detector



IR Pin Diode



IR Sensor w/lens



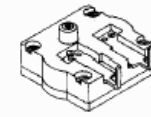
Limit Switch



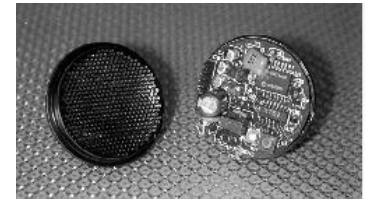
Mechanical Tilt Sensors



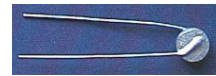
Touch Switch



Pressure Switch



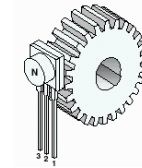
Miniature Polaroid Sensor



Thyristor



Magnetic Sensor



Hall Effect Magnetic Field Sensors



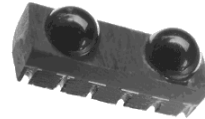
Polaroid Sensor Board



IR Reflection Sensor



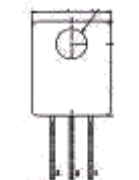
IR Amplifier Sensor



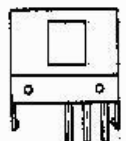
IRDA Transceiver



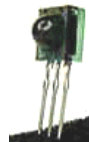
Magnetic Reed Switch



Lite-On IR Remote Receiver



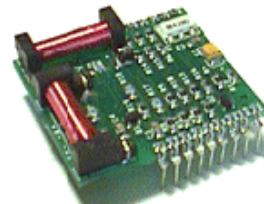
Radio Shack Remote Receiver



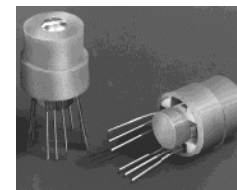
IR Modulator Receiver



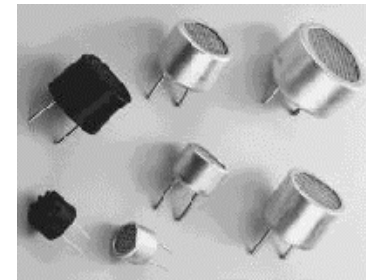
Solar Cell



Compass



Compass

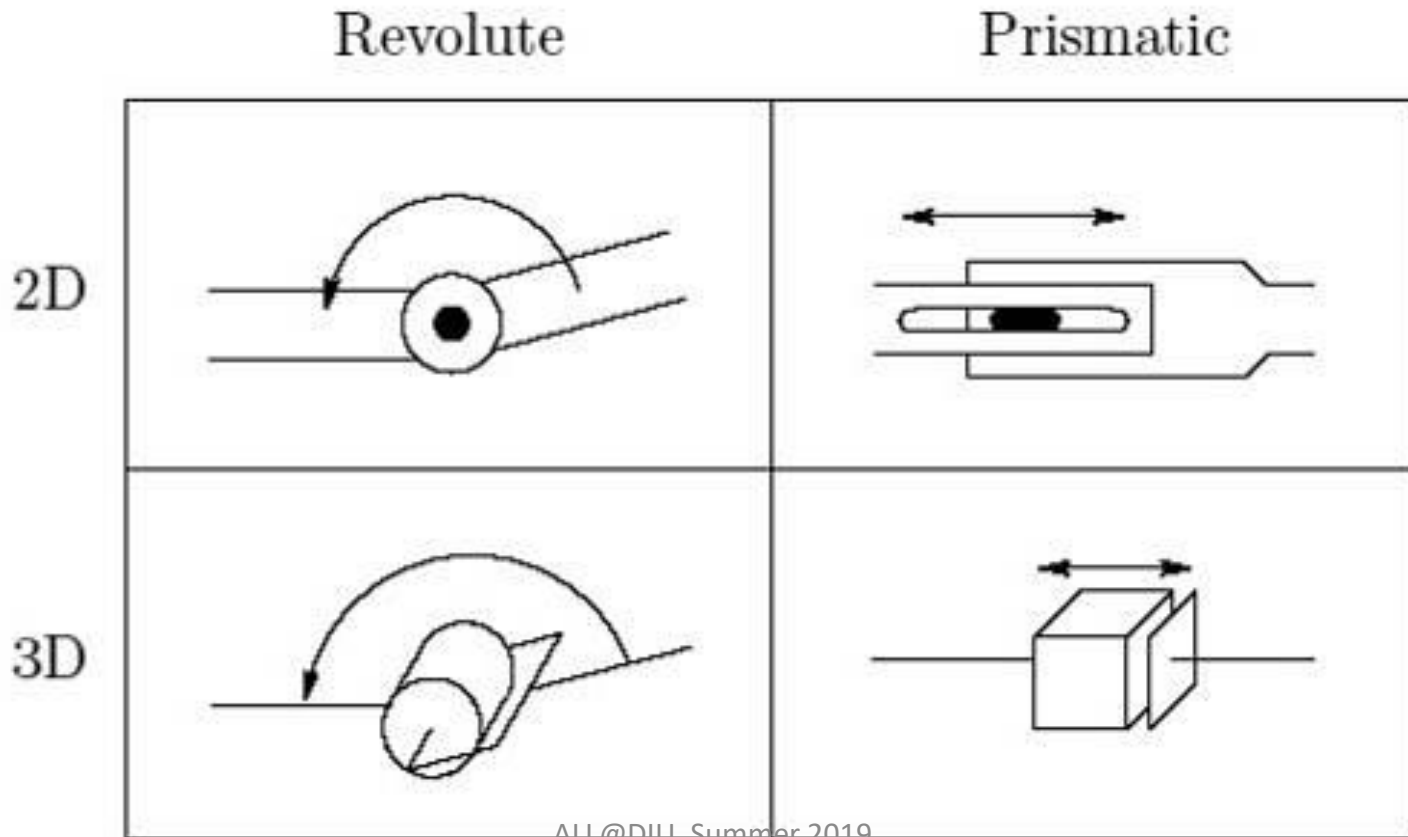


Piezo Ultrasonic Transducers

Robot Joints

Robot Joints

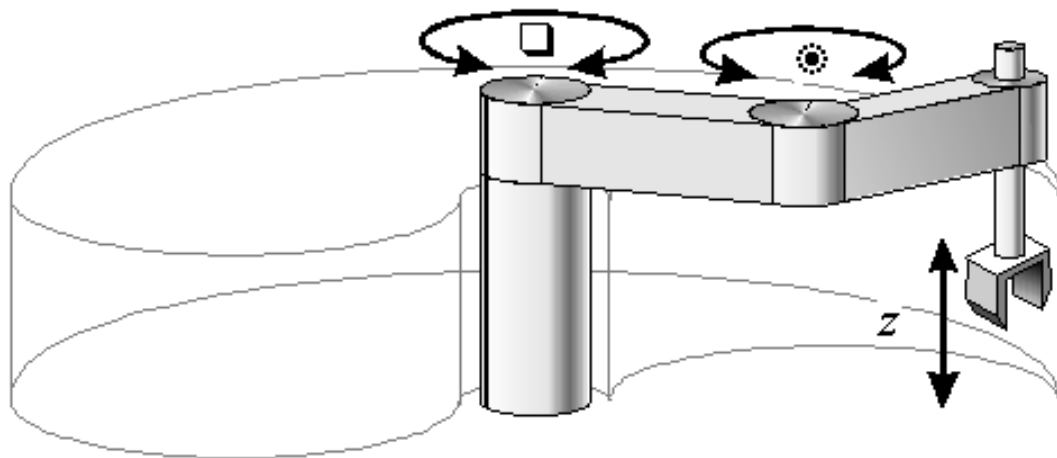
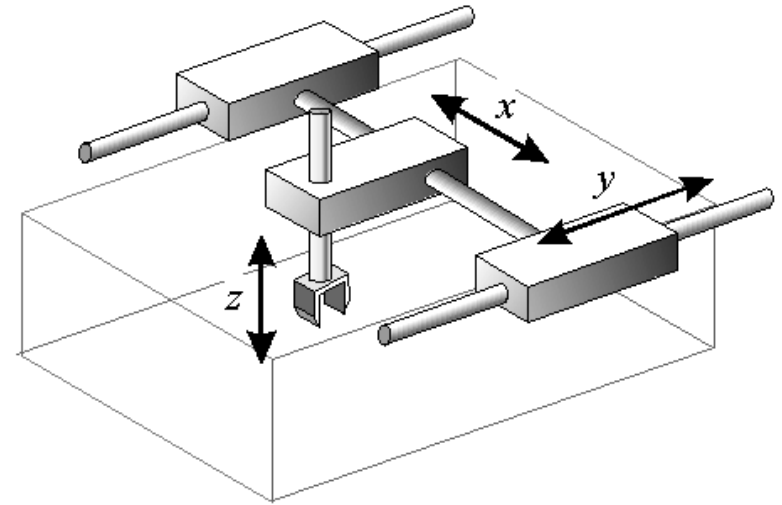
- Robot joints can be either **rotary** (also known as revolute) or **prismatic** (telescoping)



Robot Joints (cont...)

- Prismatic Cartesian robot

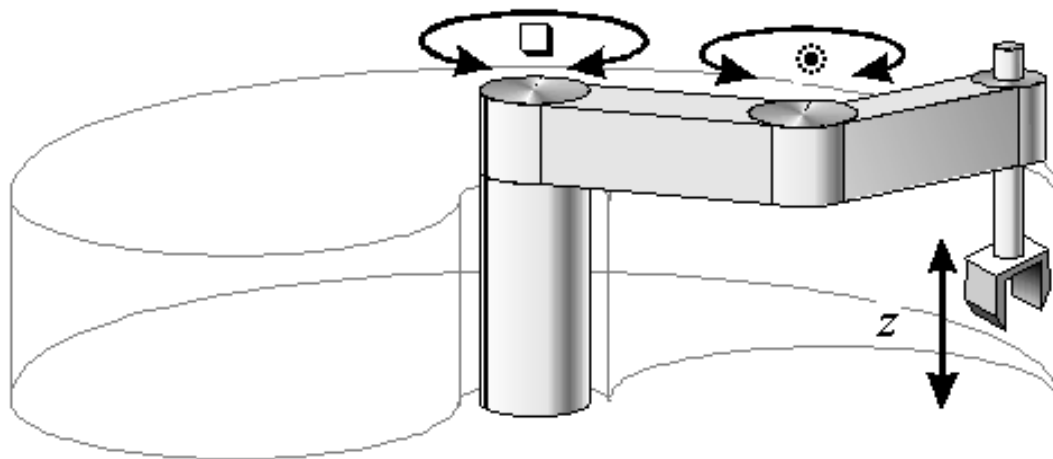
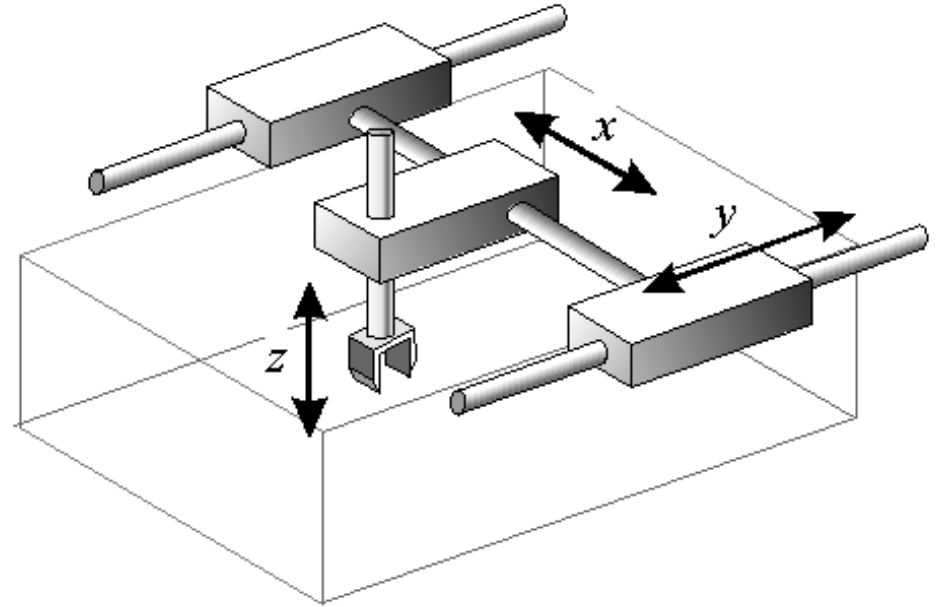
- Actuators are used in order to produce mechanical movement in robots.



Rotary SCARA robot

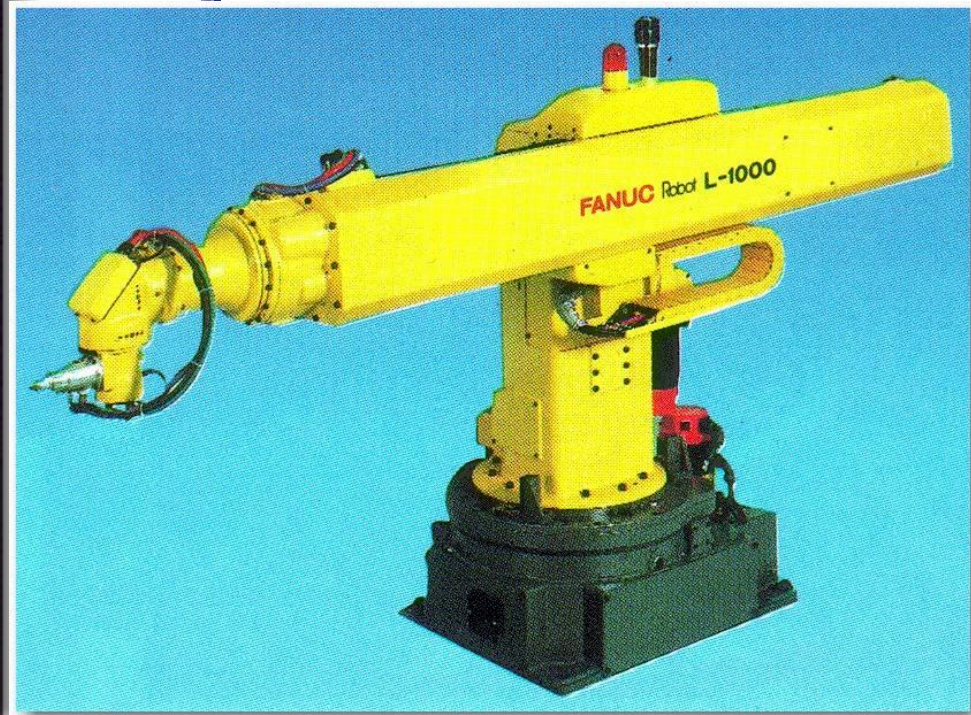
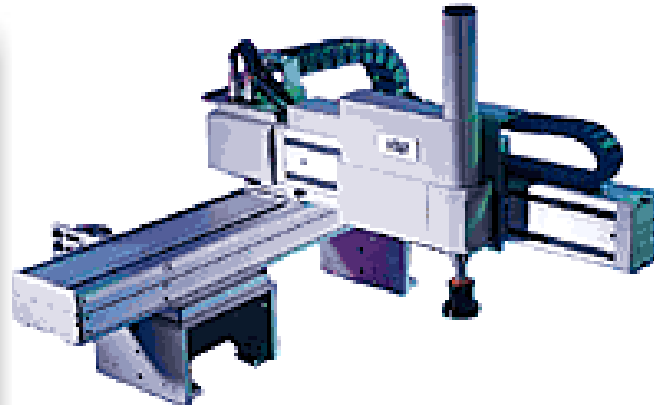
Robot Joints (cont...)

Prismatic Cartesian robot



Rotary SCARA robot

Robot Joints (cont...)



Actuators

- In this course we will only deal with electrical motors
- In past we **built pneumatic robots** which you can still find in the lab.
 - We will build them again after purchasing air compressor
- My first robot was very strong and it was hydraulic.
 - It pissed hot oil at students in Warsaw.

Actuator Control

1. Robots are classified by control method into **servo** and **non-servo** robots
2. *Non-servo robots* are essentially **open-loop** devices whose movements are limited to predetermined mechanical stops
3. *Servo robots* use **closed-loop** computer control to determine their motion

Types of Actuators

1. Some of the most common actuators are:
 1. **Electric motors**, the most common actuators in mobile robots, used both to provide locomotion by powering wheels or legs, and for manipulation by actuating robot arms
 2. **Artificial muscles** of various types, none of which are very good approximations of living muscles
 3. **Pneumatic** and **hydraulic** actuators, used in industry for large manipulation tasks but seldom for mobile robots

Actuators

- Motor and Encoder
- H-Bridge
- Pulse-Width-Modulation (PWM)
- Servos
- Other robotic actuators

ACTUATORS AND MOTORS

- Most actuators **convert electrical** energy into **mechanical** energy through the use of electromagnetic fields and rotating wire coils.
- When a voltage is applied to a motor, it outputs a fixed amount of mechanical power
 - (usually to a **shaft, gear, and/or wheel**),
 - spinning at some **speed**
 - with some amount of **torque**.

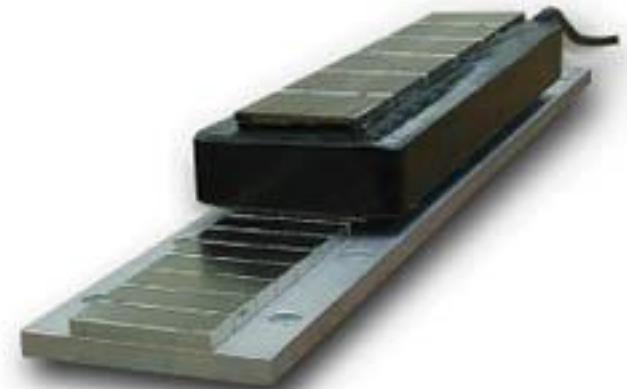
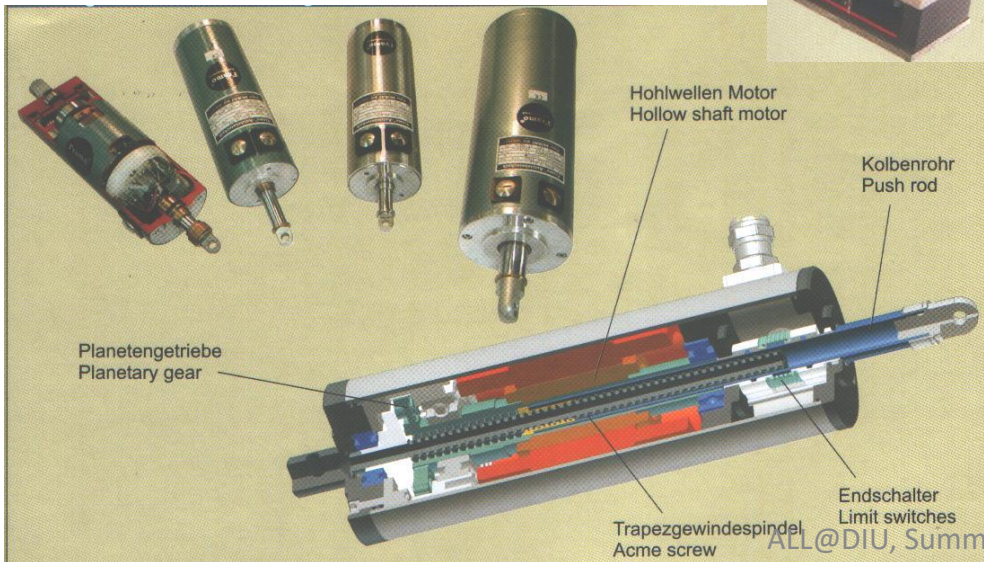
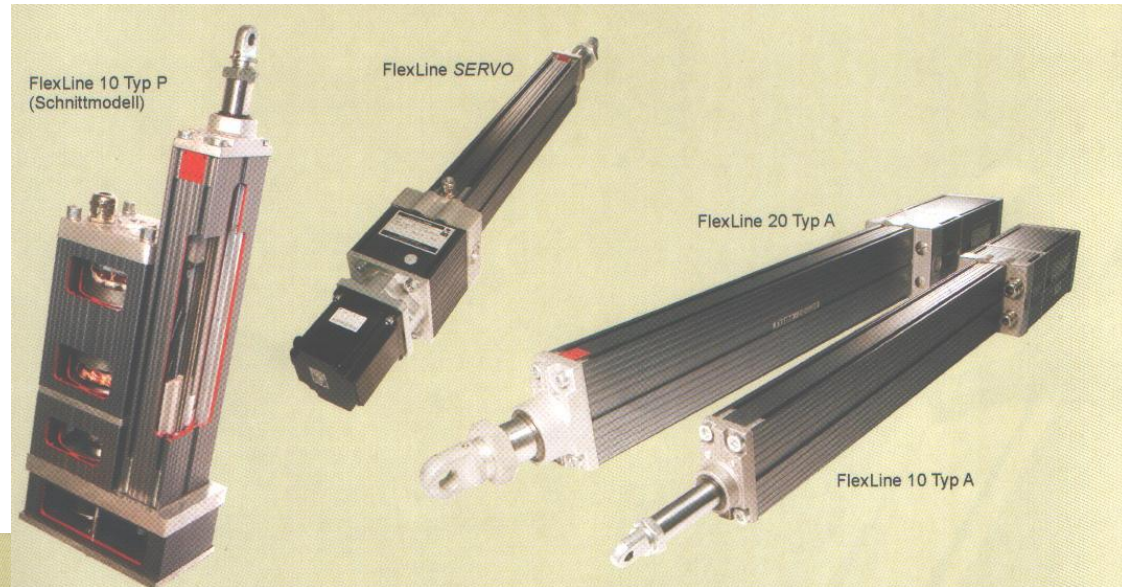


Electric Motors

Electric actuators

- Mainly rotating but also linear ones are available

- linear movement with gear or with real linear motor



Electrical Actuator Types

- DC-motors
 - brushless DC-motors
 - asynchronous motors
 - synchronous motors
 - reluctance motors (**stepper** motors)
- Not discussed

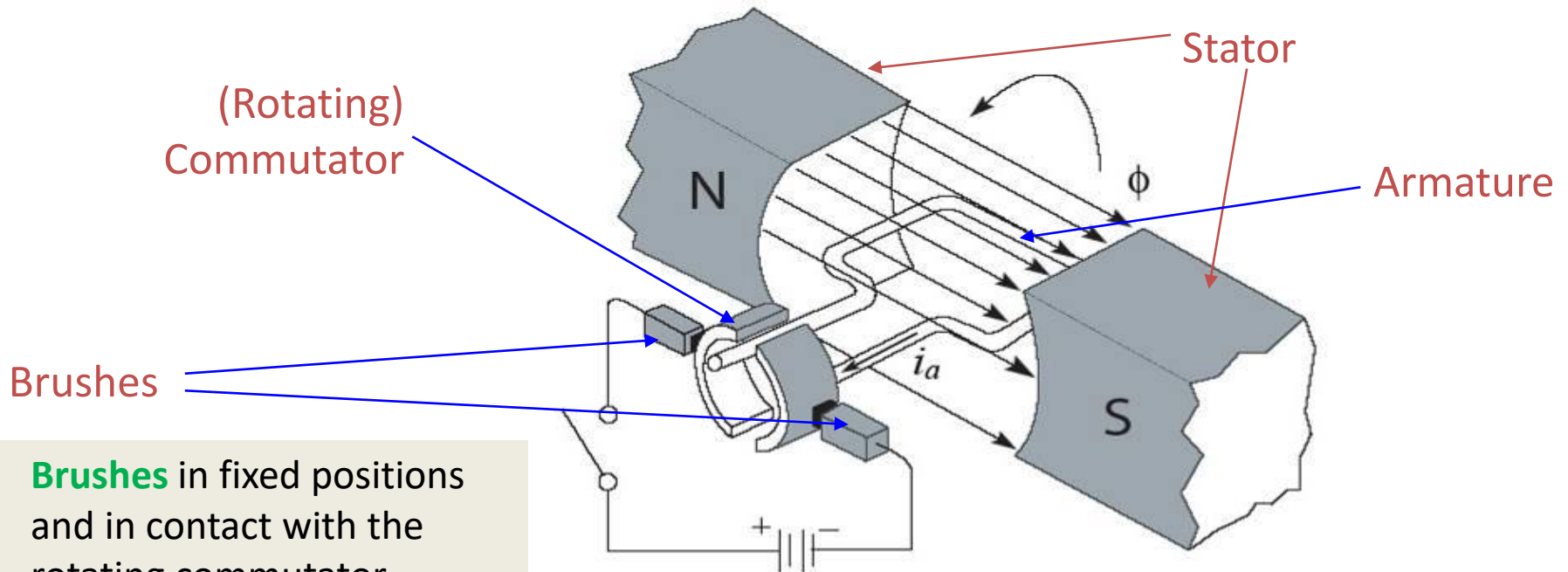
Electric Motors

1. Electric motors are the most common **source of torque** **for mobility** and/or **manipulation** in robotics
2. The physical principle of all electric motors is that when an electric current is passed through a conductor (usually a coil of wire) placed within a magnetic field, a **force** is exerted on the wire causing it to move

How Do Electric Motors Work?

Components Of An Electric Motor

- The principle components of an electric motor are:
 1. North and south **magnetic poles** to provide a strong magnetic field.
 1. Being made of bulky ferrous material they traditionally form the outer casing of the motor and collectively form the **stator**
 2. An **armature**, which is a cylindrical ferrous core **rotating within the stator** and carries a large number of windings made from one or more conductors

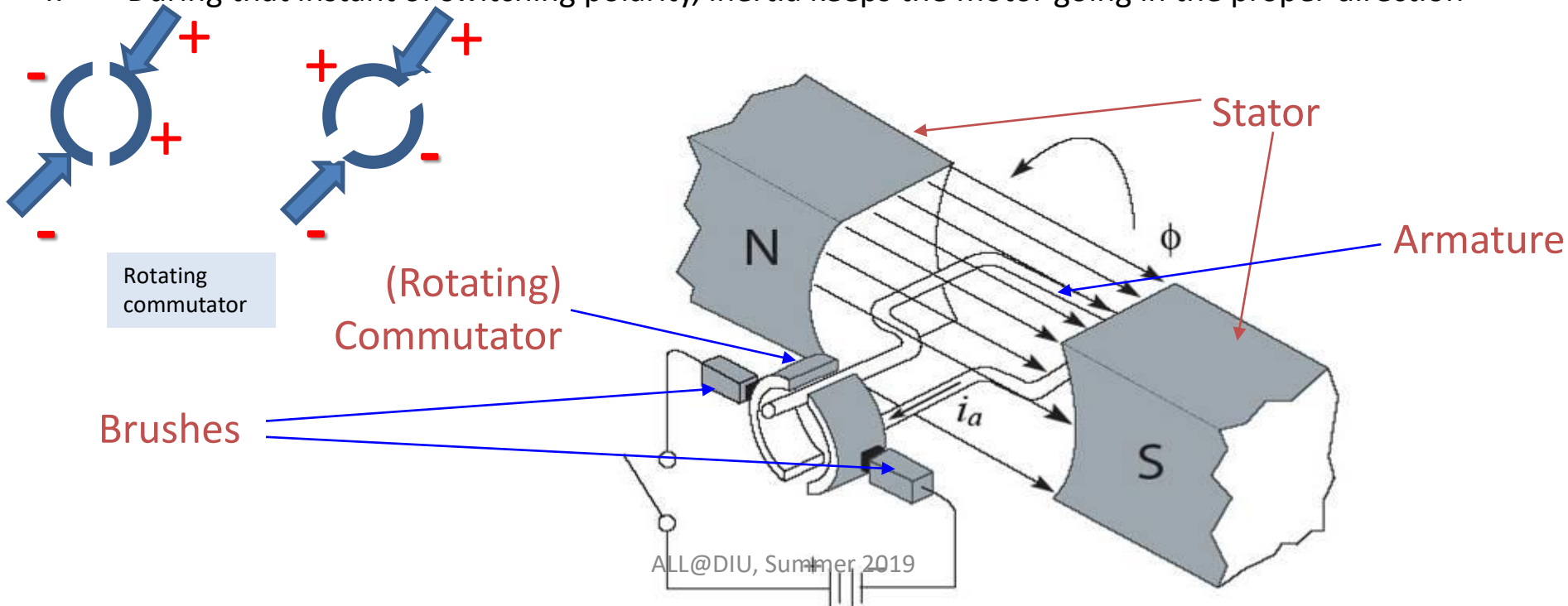


Brushes in fixed positions and in contact with the rotating commutator contacts. They carry direct current to the coils, resulting in the required motion

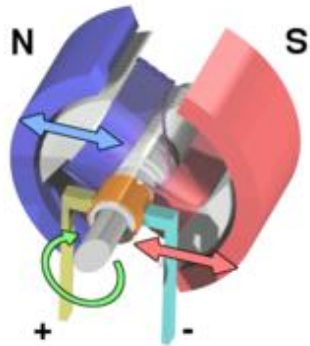
A **commutator**, which *rotates with the armature* and consists of copper contacts attached to the end of the windings

How Do Electric Motors Work?

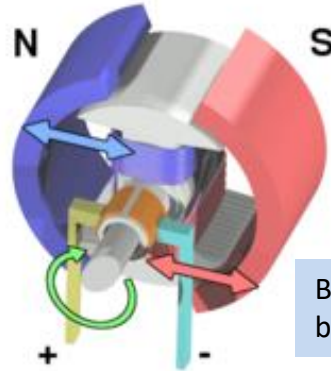
1. The classic DC motor has a **rotating armature** in the form of an electromagnet
2. **A rotary switch called a commutator** reverses the direction of the electric current **twice every cycle**, to flow through the armature so that the poles of the electromagnet push and pull against the permanent magnets on the outside of the motor
3. As the poles of the armature electromagnet pass the poles of the permanent magnets, the commutator reverses the polarity of the armature electromagnet.
4. During that instant of switching polarity, inertia keeps the motor going in the proper direction



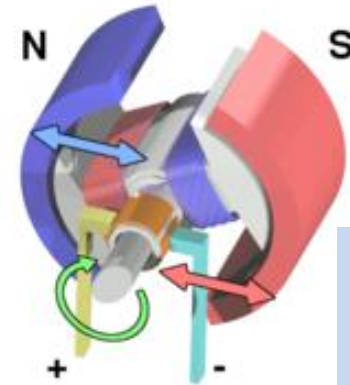
How Do Electric Motors Work? (cont...)



Blue in armature near blue in stator



Blue between blue and red

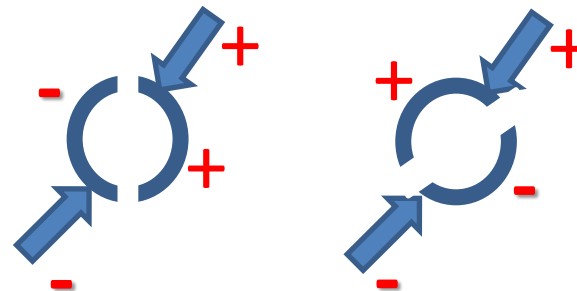


Blue near red, because of commutator rotation

The armature continues to rotate

- When the armature becomes *horizontally aligned*, the **commutator reverses the direction of current** through the coil, *reversing the magnetic field*.
- The process then repeats.

1. A simple DC electric motor: when the coil is powered, a magnetic field is generated around the armature.
2. The **left** side of the armature is **pushed away** from the left magnet and **drawn toward the right**, causing rotation



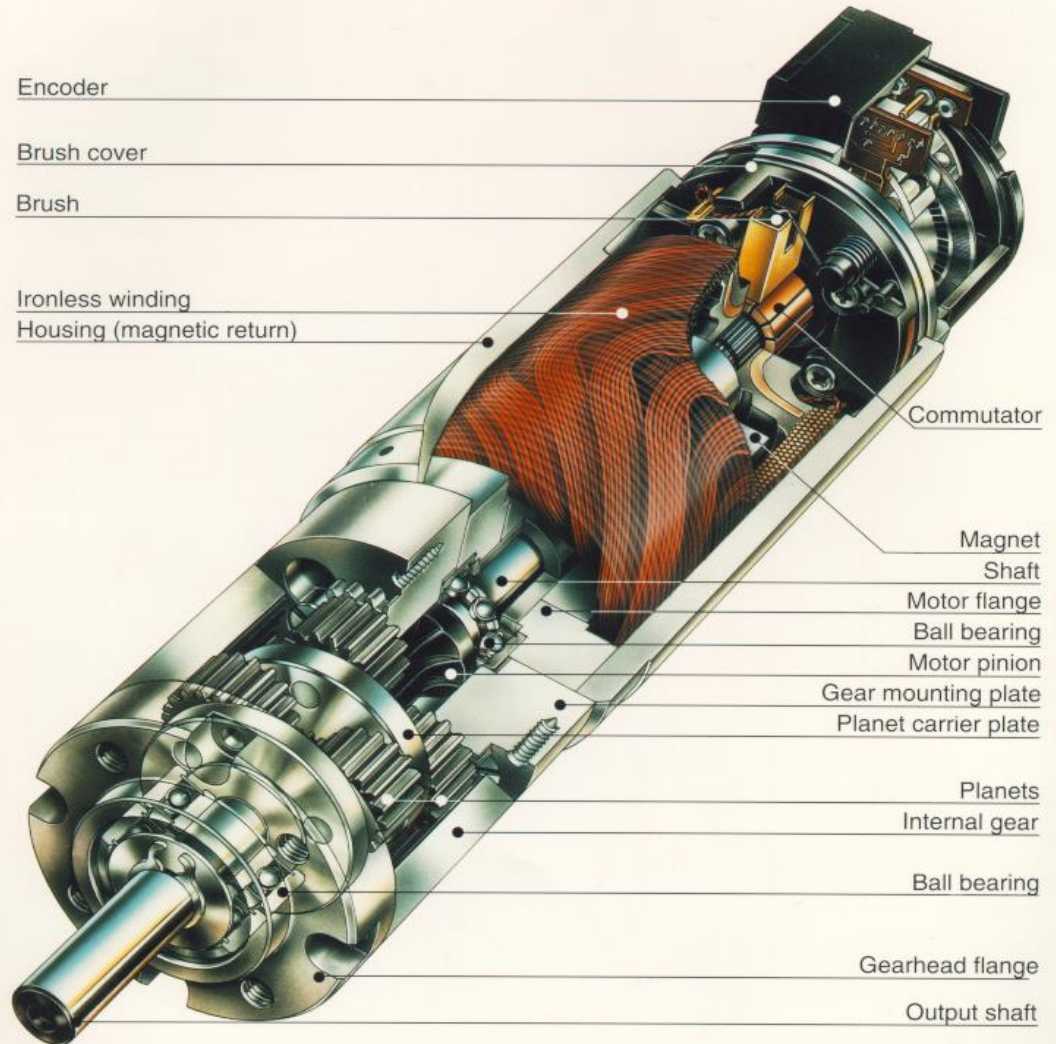
Rotating commutator
All@DIU, Summer 2019

Application of Electric Motors

1. Electric motors usually have a **small rating**, ranging up to a **few horsepower**
2. They are used in **small appliances**, **battery operated vehicles**, for **medical purposes** and in other medical equipment like x-ray machines
3. Electric motors are also used in **toys**, and in **automobiles** as auxiliary motors
 - for the purposes of seat adjustment, power windows, sunroof, mirror adjustment, blower motors, engine cooling fans and the like

High quality DC-Motors

- Not cheap
- easy to control
- 1W - 1kW
- can be overloaded
- **brushes wear**
- limited overloading on high speeds



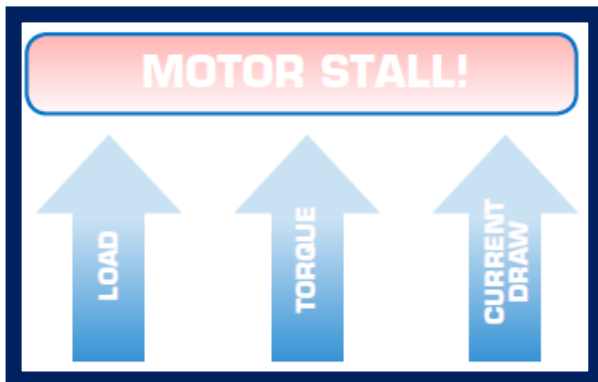
▶ Motor Loading

- ▶ Motors apply **torque** in response to **loading**
- ▶ **Motor Loading** happens when there is any opposing force (such as friction or a heavy mass) acting as a load and requiring the motor to *output torque to overcome it*.
- ▶ **The higher the load** placed on a motor output, **the more the motor will “fight back”** with an opposing torque.
- ▶ However, since the **motor outputs a fixed amount** of power, **the more torque** the motor outputs, **the slower its rotational speed**.



Motor applies torque to overcome the friction of a wheel turning against the ground

**REMEMBER THAT MOTORS STALL.
DO NOT DAMAGE THE SERVOS!!**

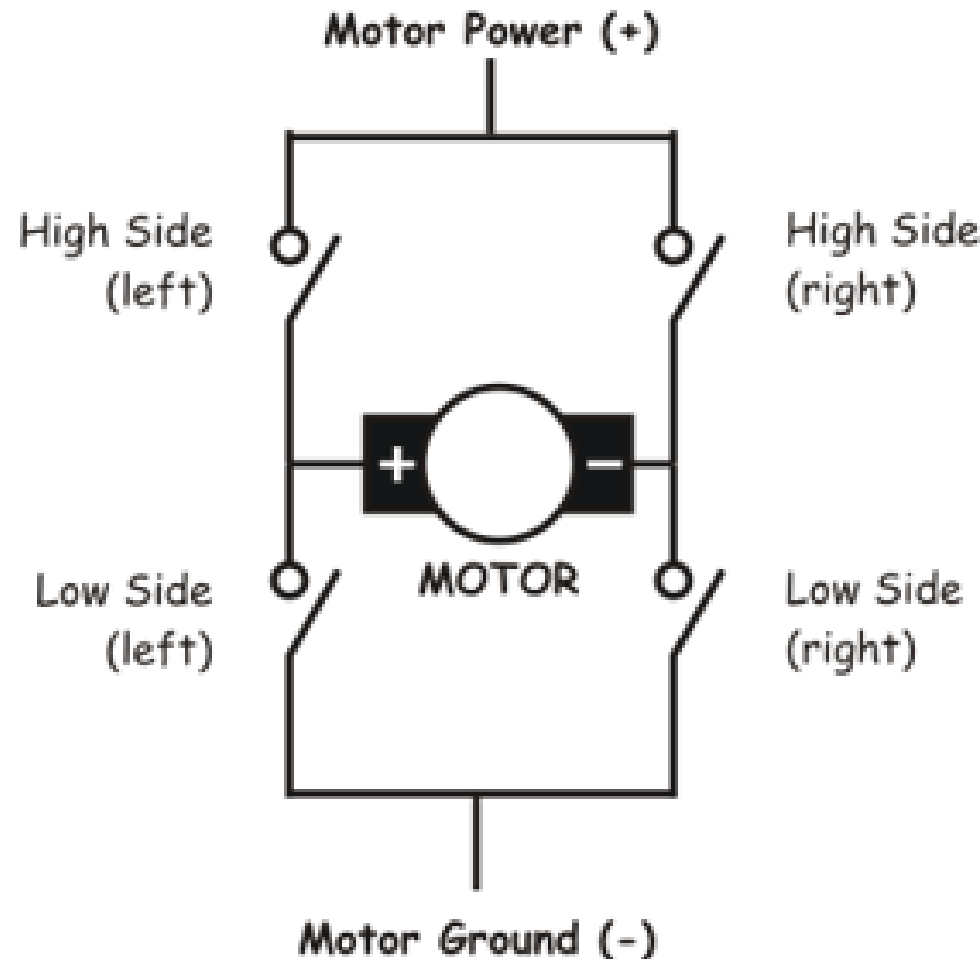


If you keep increasing the load on a motor, the **motor eventually stops spinning or stalls**.

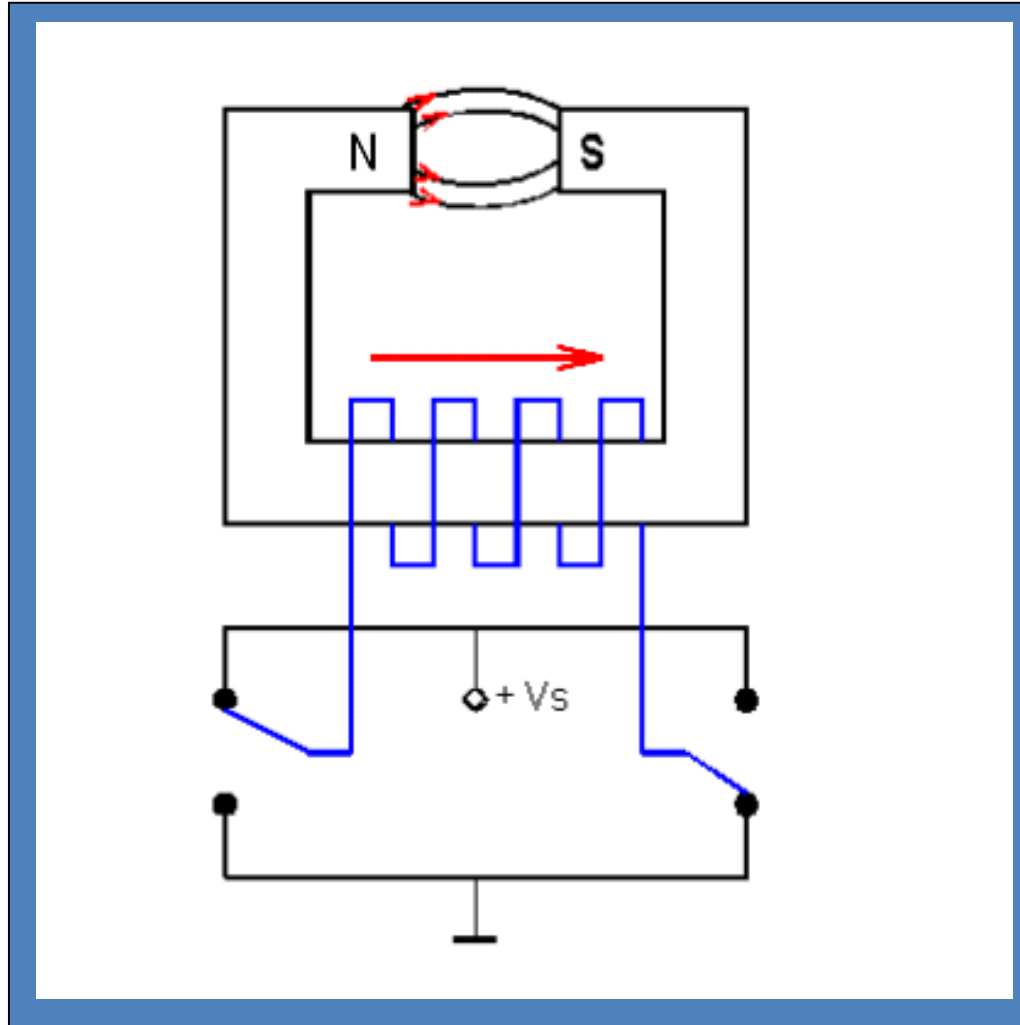
- ▶ A DC Motor draws a certain amount of electrical current (measured in amps) depending on how much load is placed on it.
- ▶ As the load increases on the motor, the more torque the motor outputs to overcome it and **the more current the motor draws**.

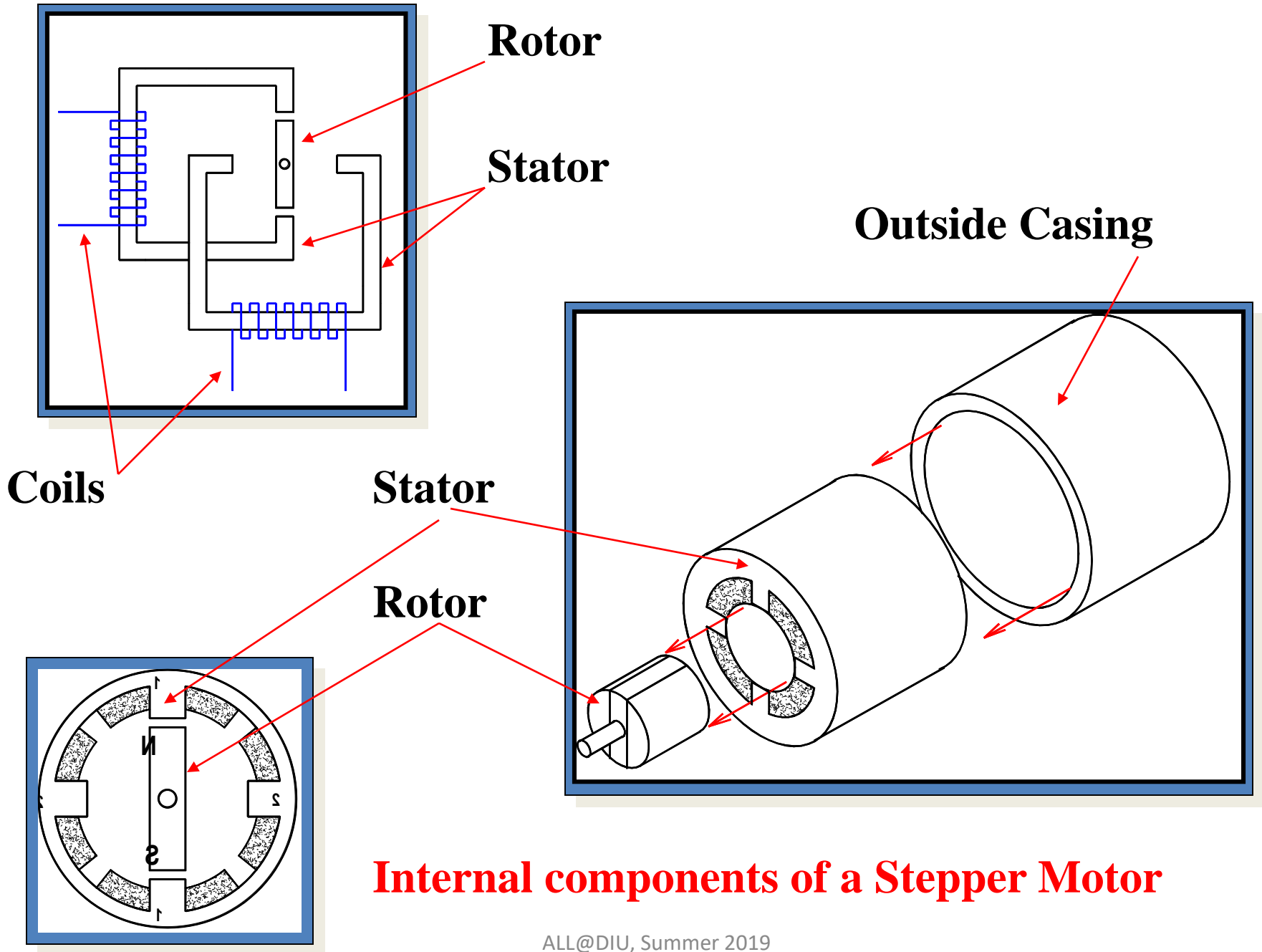
DC-motor control

- Controller + H-bridge
- PWM-control
- Speed control by controlling motor current = torque
- Efficient small components
- PID control

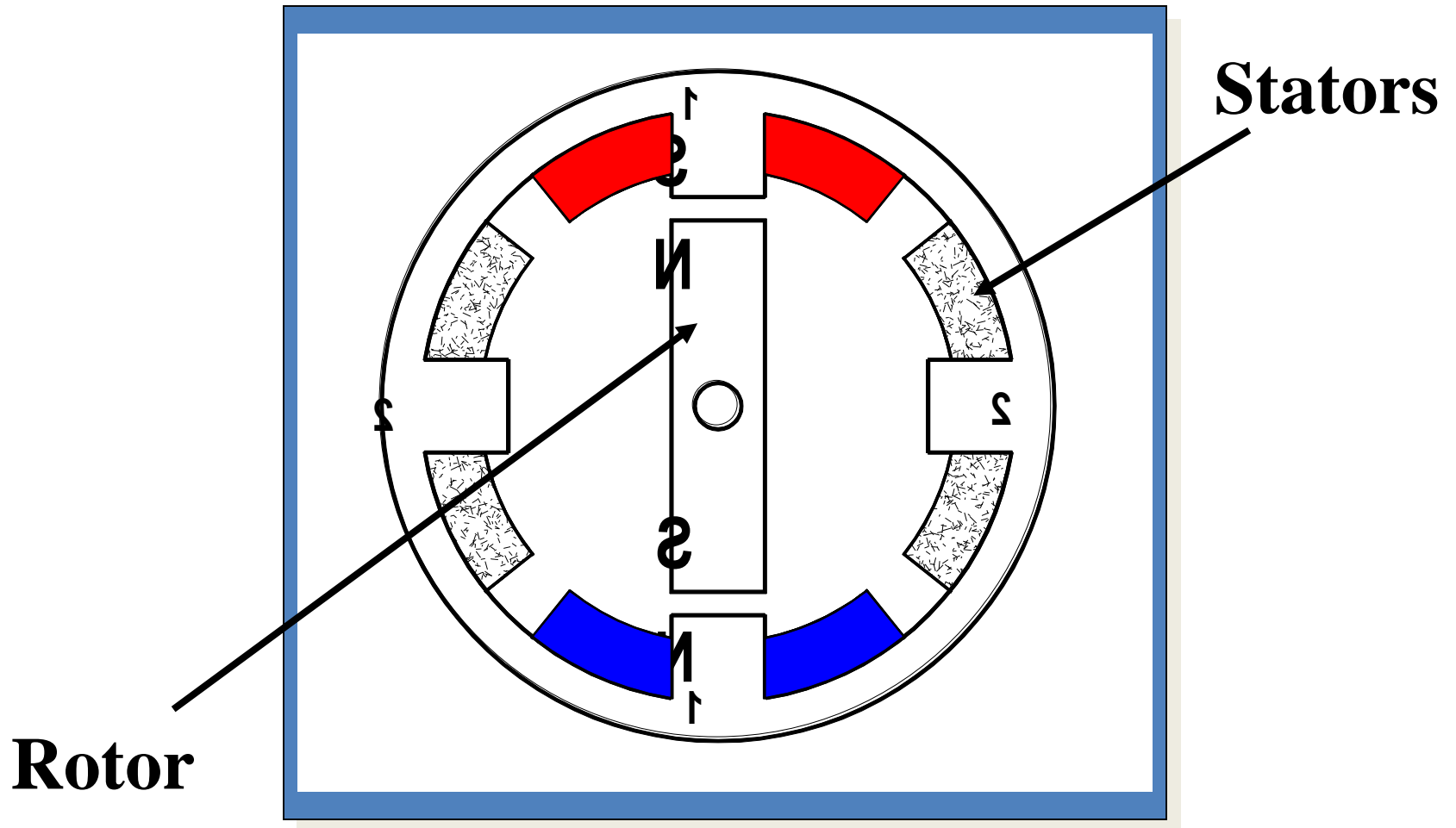


Stepper Motor / Electro magnet

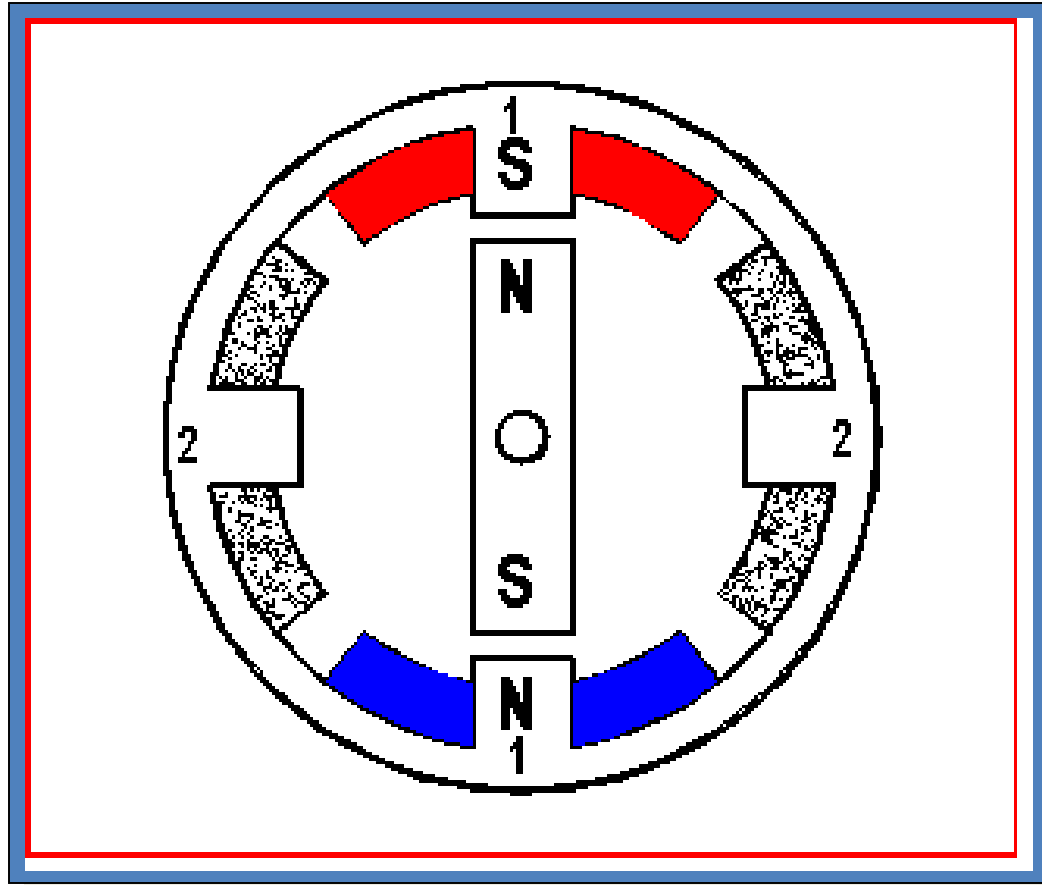




Cross Section of a Stepper Motor

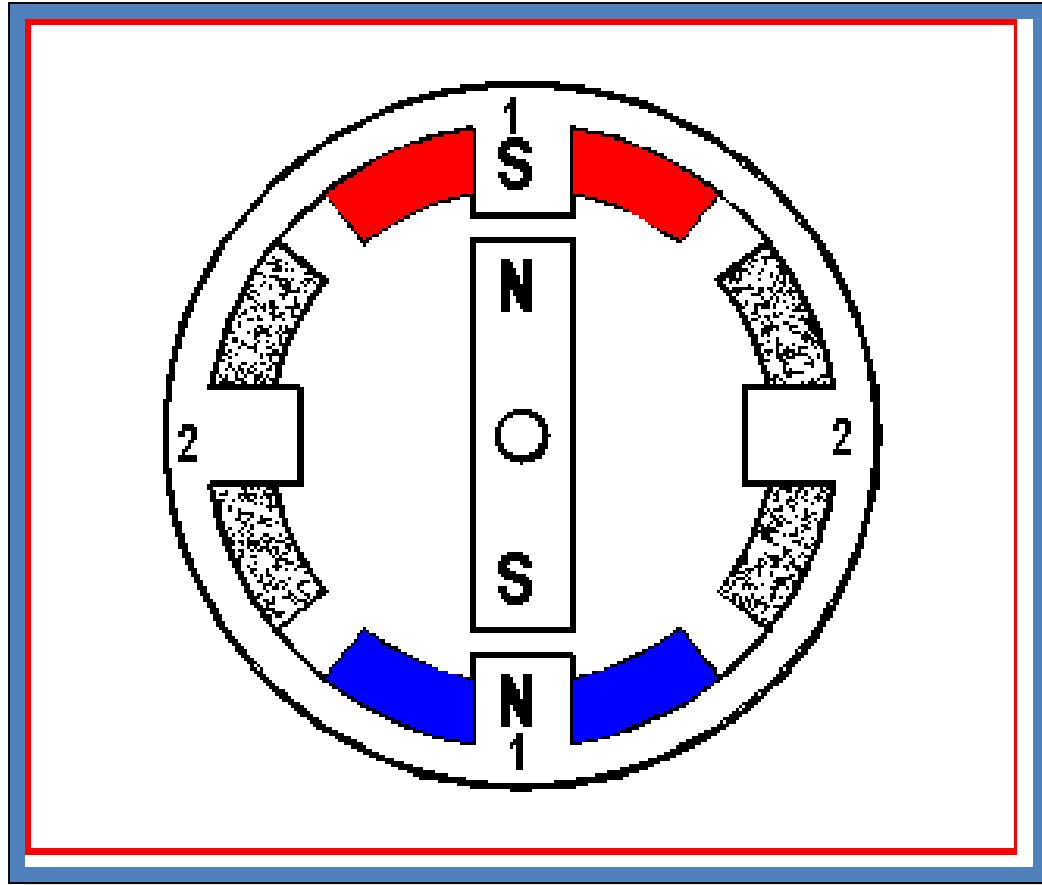


Full Step Operation



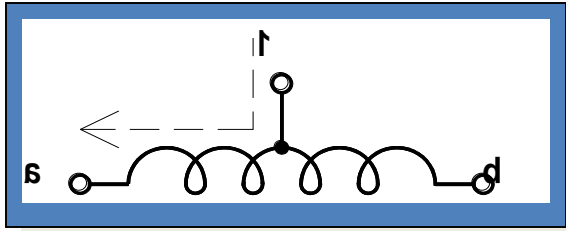
Four Steps per revolution i.e. 90 deg. steps.

Half Step Operation

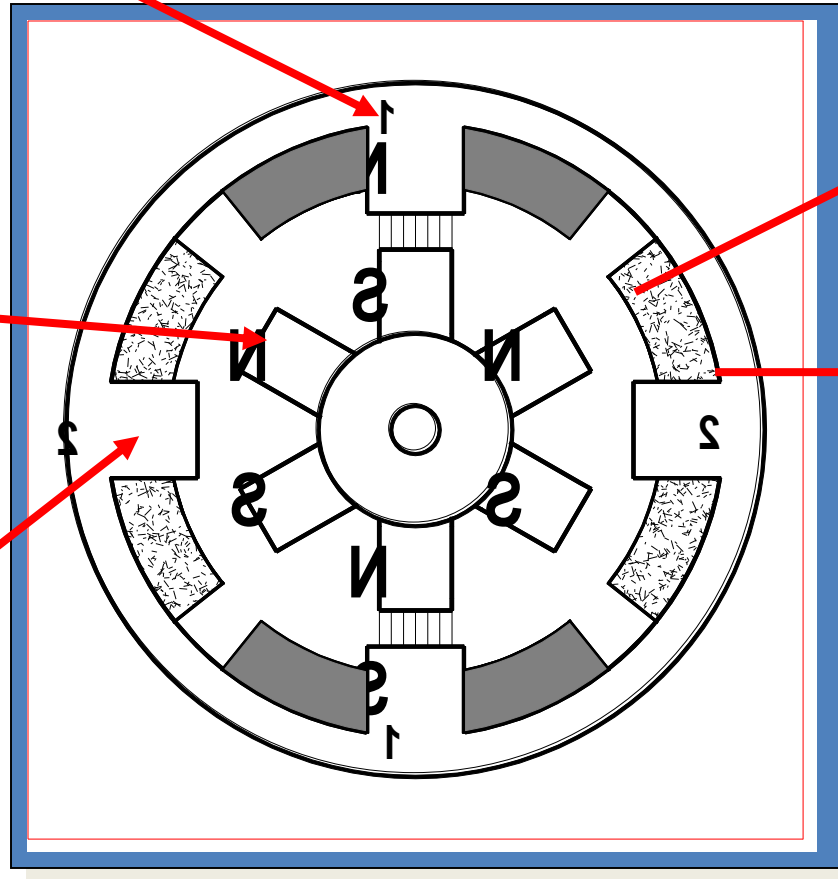


Eight steps per. revolution i.e. 45 deg. steps.

Winding number 1

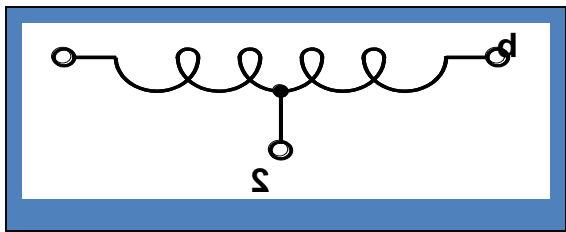


6 pole rotor

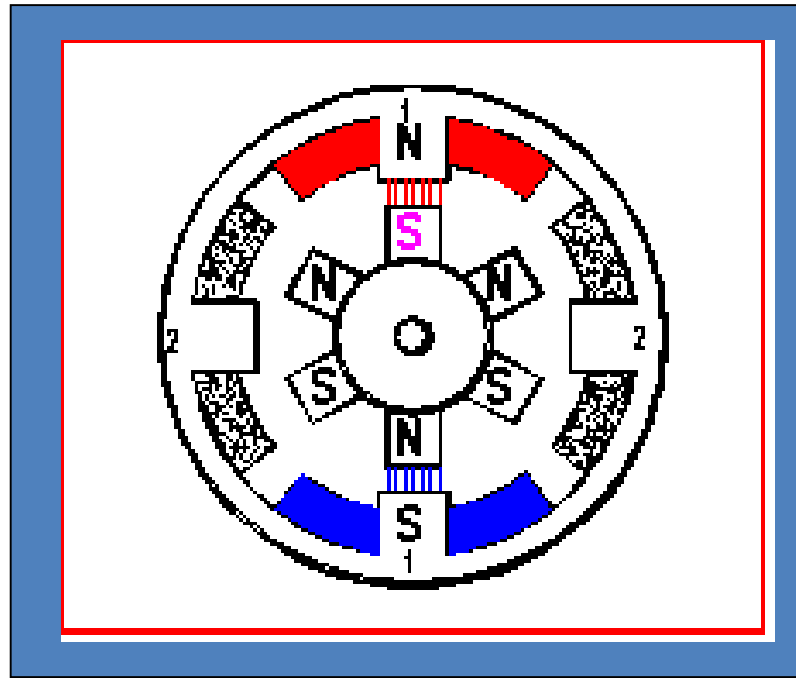


One step

Winding number 2

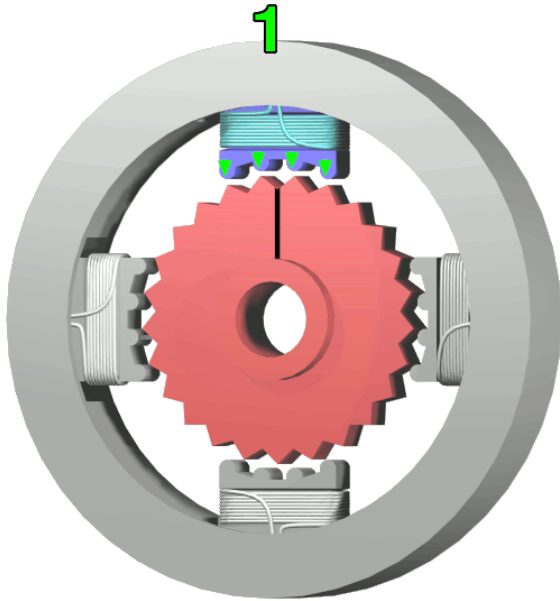


Six pole rotor, two electro magnets.

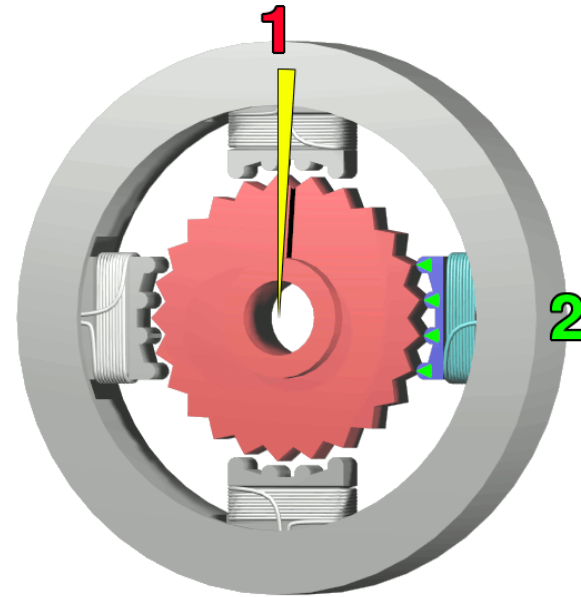


How many steps are required for one complete revolution?

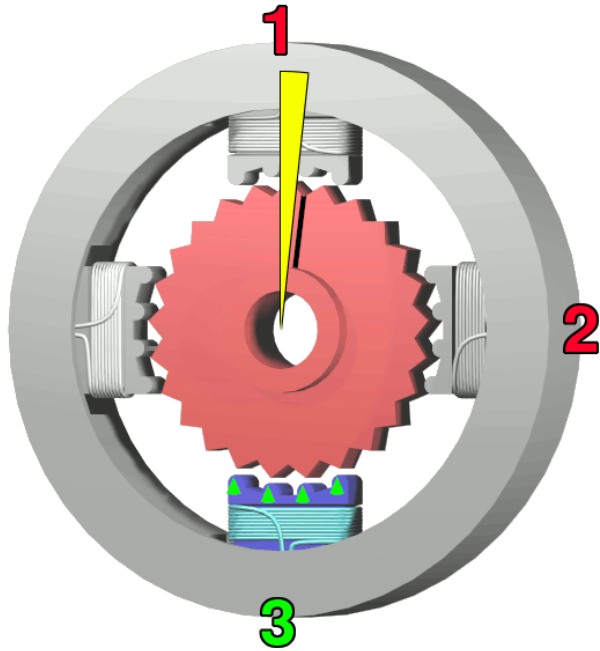
Practical Stepper motor operation



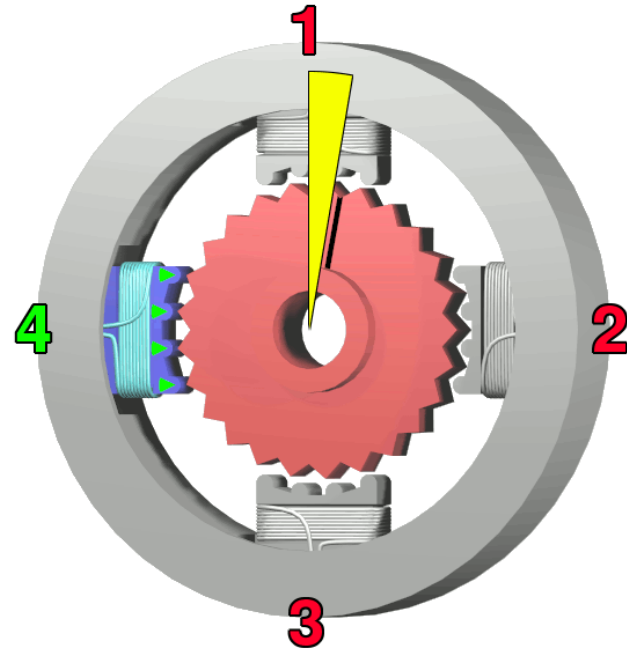
The top electromagnet (1) is turned on, attracting the nearest teeth of a gear-shaped iron rotor. With the teeth aligned to electromagnet 1, they will be slightly offset from electromagnet 2



The top electromagnet (1) is turned off, and the right electromagnet (2) is energized, pulling the nearest teeth slightly to the right. This results in a rotation of 3.6° in this example.

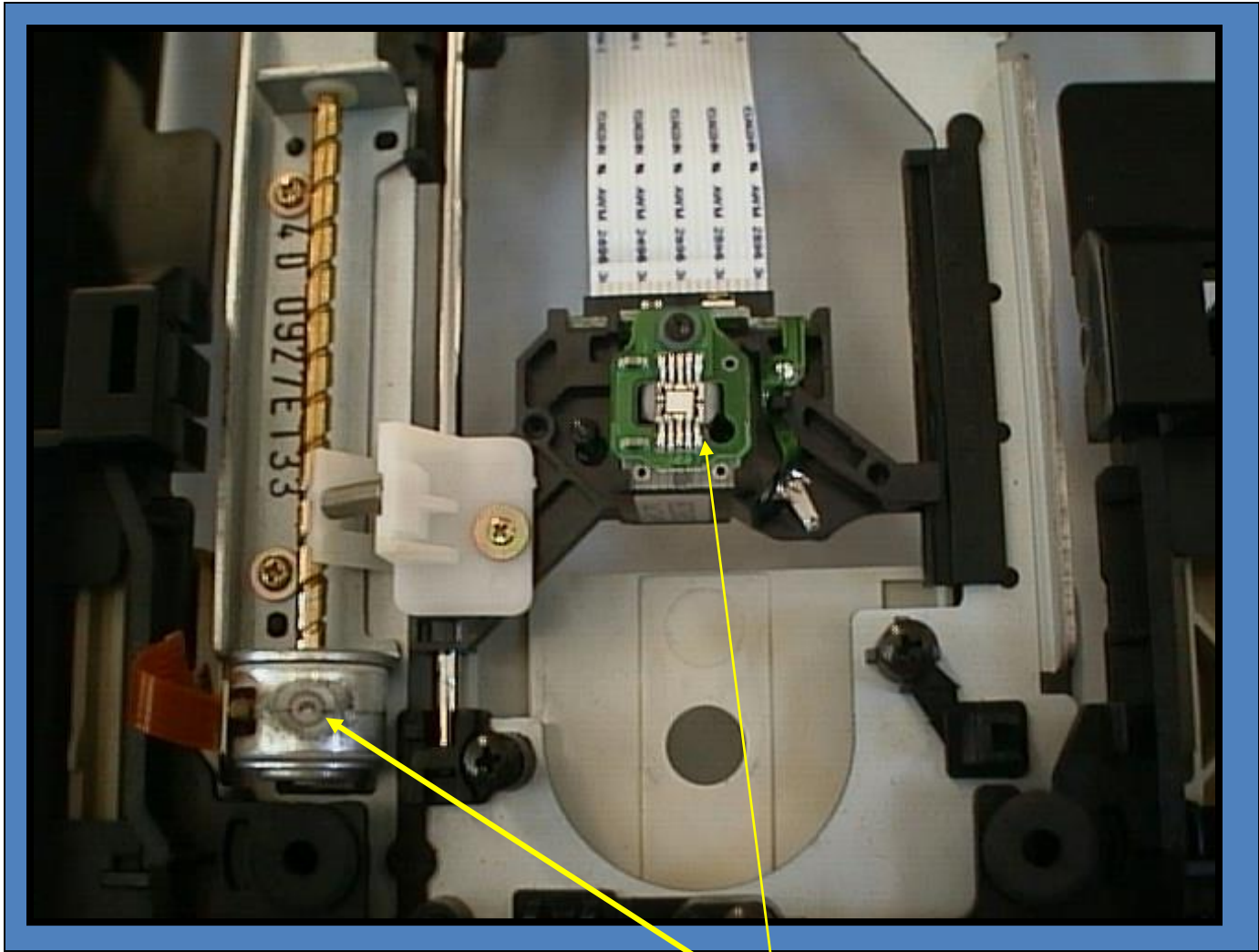


The bottom electromagnet (3) is energized; another 3.6° rotation occurs.



The left electromagnet (4) is enabled, rotating again by 3.6° . When the top electromagnet (1) is again enabled, the teeth in the sprocket will have rotated by one tooth position; since there are 25 teeth, it will take 100 steps to make a full rotation in this example.

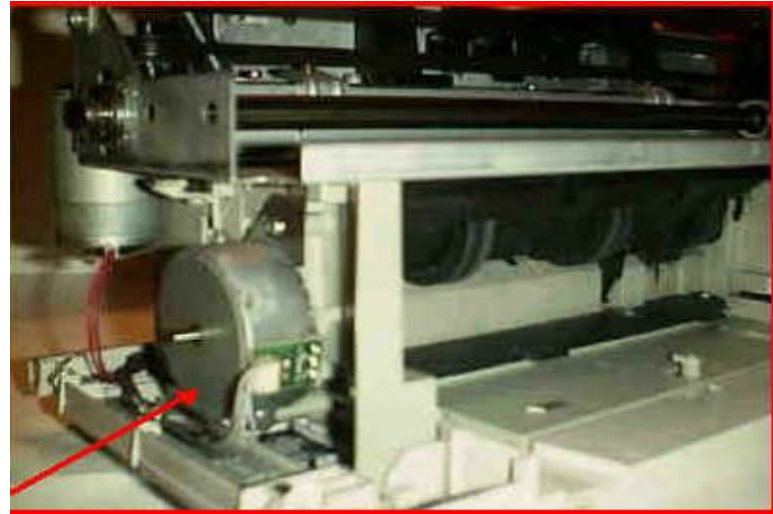
Stepper motor applications



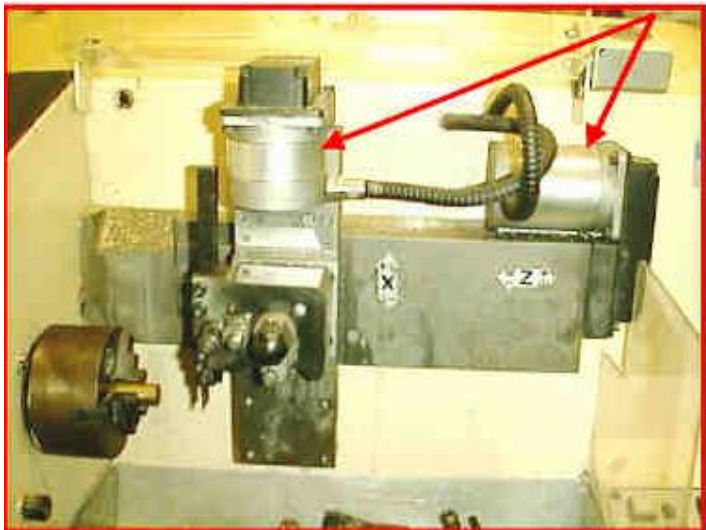
Stepping Motor to move read-write head

Stepper motor applications

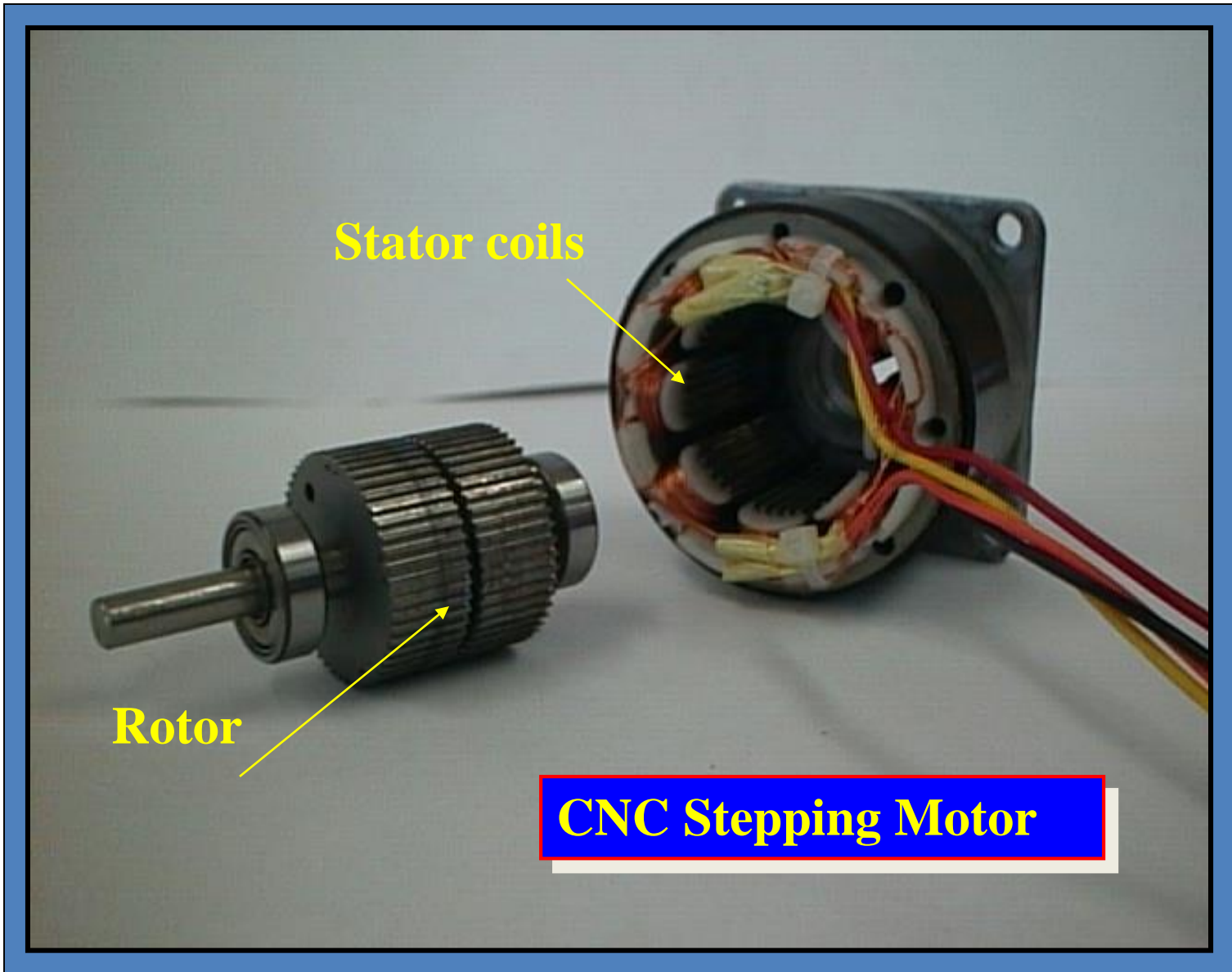
Paper feeder on printers



Stepper motors



CNC lathes



Advantages / Disadvantages



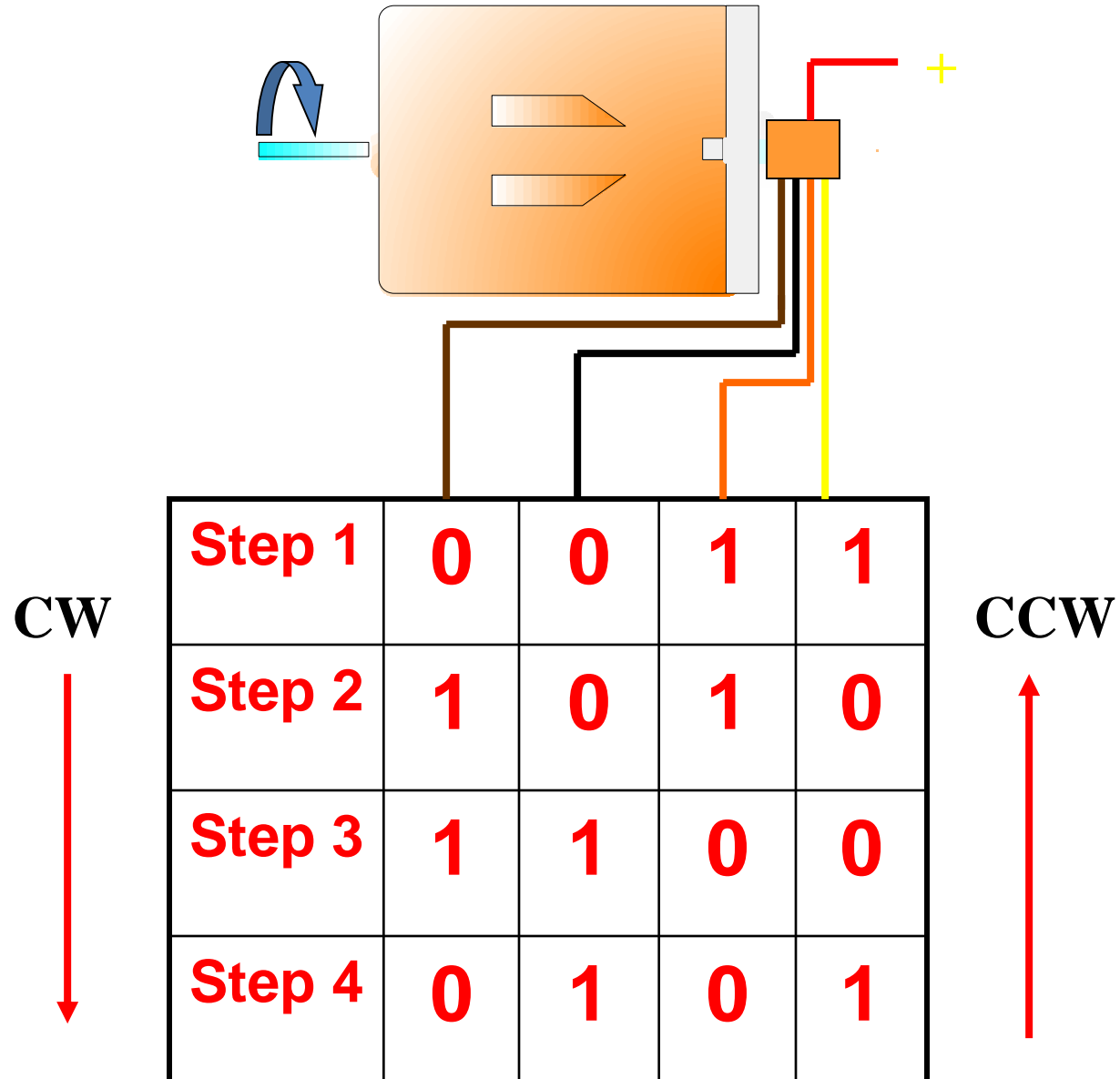
Advantages:-

- Low cost for control achieved
- Ruggedness
- Simplicity of construction
- Can operate in an open loop control system
- Low maintenance
- Less likely to stall or slip
- Will work in any environment

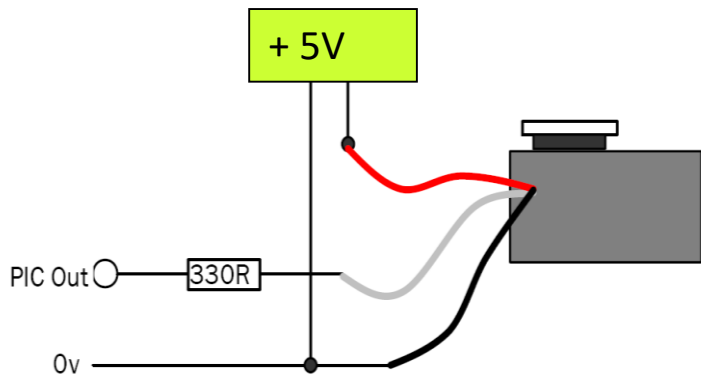
Disadvantages:-

- Require a dedicated control circuit
- Use more current than D.C. motors
- High torque output achieved at low speeds

Control sequence to turn a stepper motor



Servo Motor Detail



Actuator

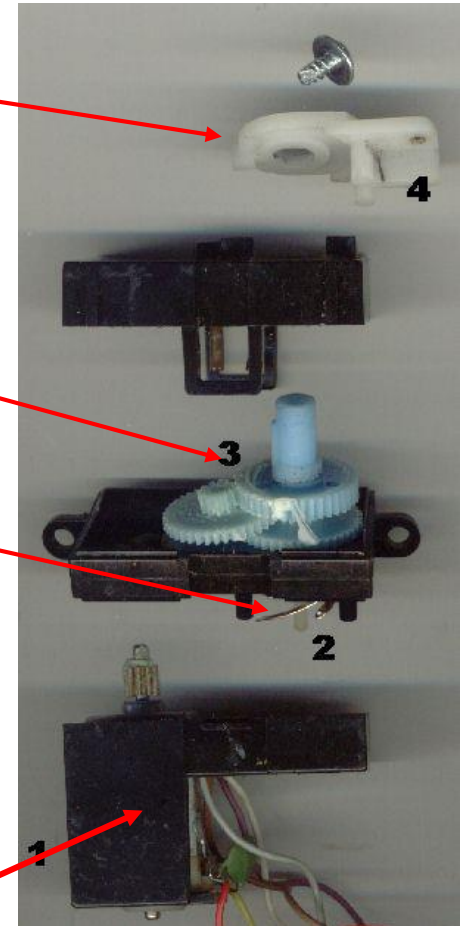
Reduction gear

Position feedback

Potentiometer

(closed loop system)

Small electric DC motor



Stepper Motors

When incremental rotary motion is required in a robot, it is possible to use **stepper motors**

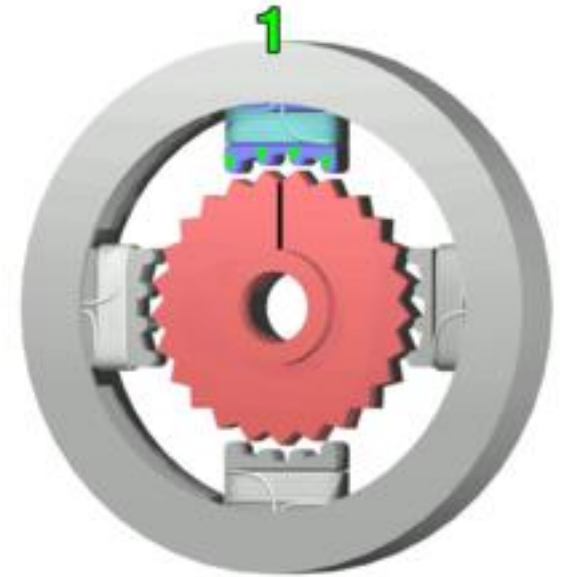
A stepper motor possesses the ability to move a specified number of revolutions or fraction of a revolution in order to achieve a fixed and consistent angular movement

This is achieved by increasing the numbers of poles on both rotor and stator

Additionally, soft magnetic material with many teeth on the rotor and stator cheaply multiplies the number of poles (reluctance motor)

Stepper Motors

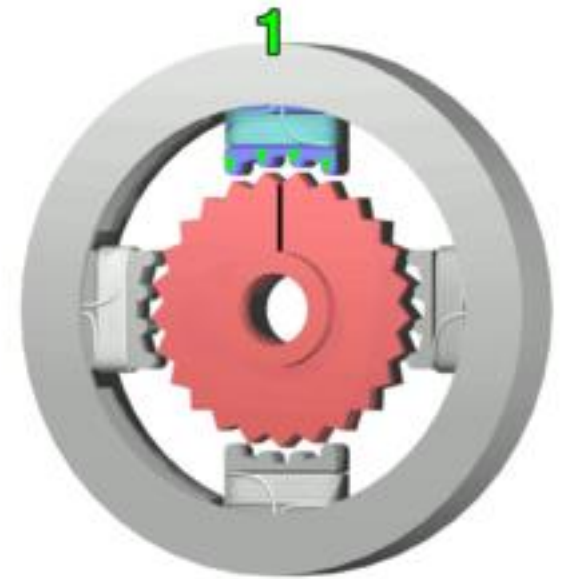
This figure illustrates the design of a stepper motor, arranged with four magnetic poles arranged around a central rotor. Note that the teeth on the rotor have a slightly tighter spacing to those on the stator, this ensures that the two sets of teeth are close to each other but not quite aligned throughout.



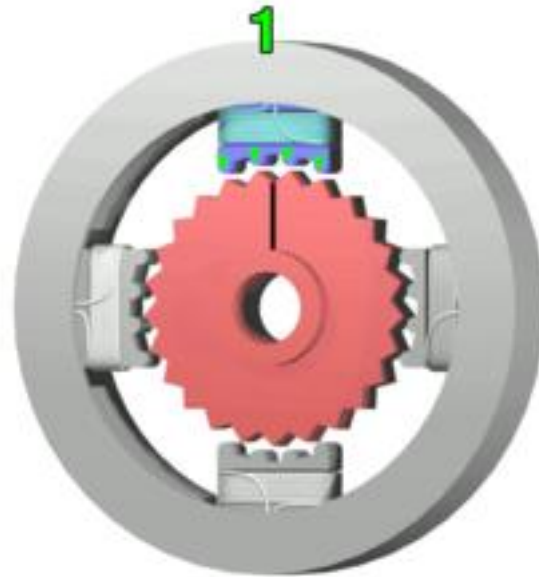
Stepper Motors (cont...)

Movement is achieved when power is applied for short periods to successive magnets

Where pairs of teeth are least offset, the electromagnetic pulse causes alignment and a small rotation is achieved, typically $1-2^\circ$

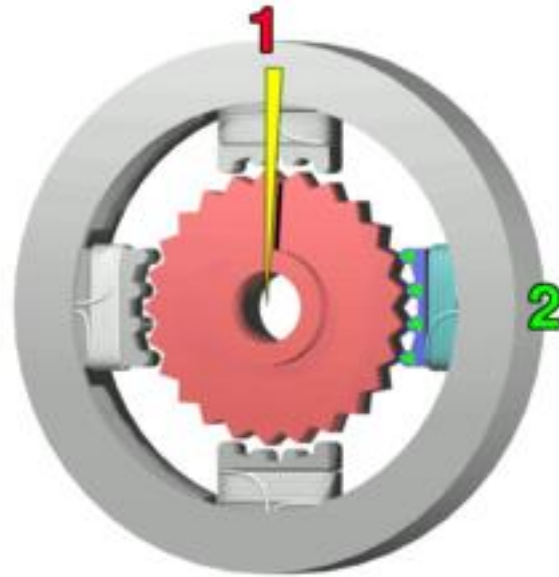


How Does A Stepper Motor Work?



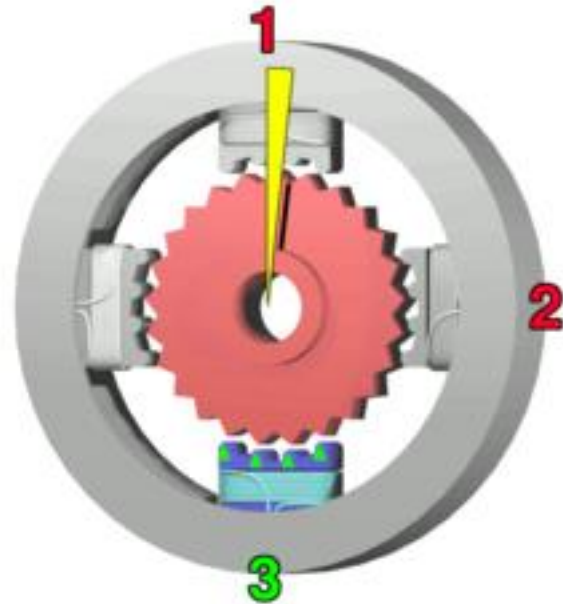
The top electromagnet (1) is charged, attracting the topmost four teeth of a sprocket.

How Does A Stepper Motor Work? (cont...)



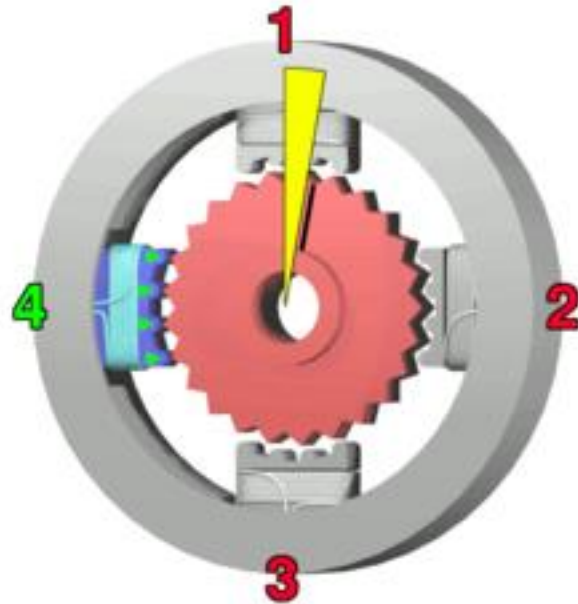
The top electromagnet (1) is turned off, and the right electromagnet (2) is charged, pulling the nearest four teeth to the right. This results in a rotation of 3.6°

How Does A Stepper Motor Work? (cont...)



The bottom electromagnet (3) is charged; another 3.6° rotation occurs.

How Does A Stepper Motor Work? (cont...)



The left electromagnet (4) is enabled, rotating again by 3.6° . When the top electromagnet (1) is again charged, the teeth in the sprocket will have rotated by one tooth position; since there are 25 teeth, it will take 100 steps to make a full rotation.

Stepper Motor

Stepper motors have several advantages:

- Their control is directly compatible with digital technology
- They can be operated open loop by counting steps, with an accuracy of ± 1 step.
- They can be used as holding devices, since they exhibit a high holding torque when the rotor is stationary

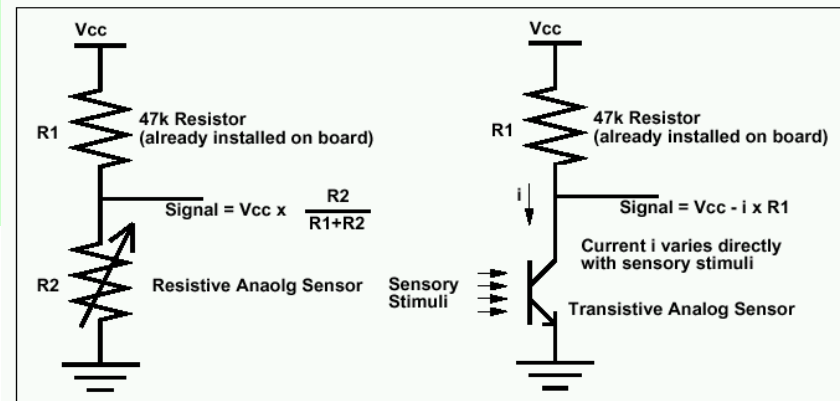
Analog Sensors

Analog Sensors

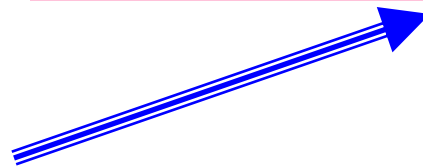
- A number of sensors have analog output signal rather than digital signals
- A/D converter is required to connect to CPU
- Examples:
 - Microphone
 - analog infrared distance sensor
 - analog compass
 - barometer sensor

Resistive Sensors

- The resistance of resistive analog sensors, like the bend sensors or potentiometers, change with changes in the environment:
 - an increase in light,
 - or a physical deformation.
- The change in resistance causes a change in the voltage at the signal input by the voltage divider relation.



$$V_{sig} = \frac{R_{sensor}}{47\Omega + R_{sensor}} * 5V$$



Transitive Analog Sensor

- Transitive analog sensors, like the **photo transistors** and **reflectance sensors**, work like a **water faucet**.
- Providing more of what the sensor is looking for **opens the setting of the valve**, allowing more current to flow.
- This makes the voltage at the signal decrease.
- A **photo transistor** reads around **10 in bright light** and **240 in the dark**.
- One problem that may occur with transitive sensors is that the voltage drop across the resistor may not be large enough when the transistor is open.
 - Some transitive devices only allow a **small amount of current** to flow through the transistor.

Transitive Analog Sensor (cont)

- A larger range for the sensor can be accomplished by putting a **larger pull-up resistor**.
 - By having a larger resistor, the voltage drop across the pull-up resistor will be proportional to the resistance.
- Martin's book gives examples of use and mountings **for each type of sensor**.
- Keep in mind that these are only simple examples and are not the only possible uses for them.
- It's **up to you** to make creative use of the sensors you have.

Sensor Interfacing to Analog Inputs

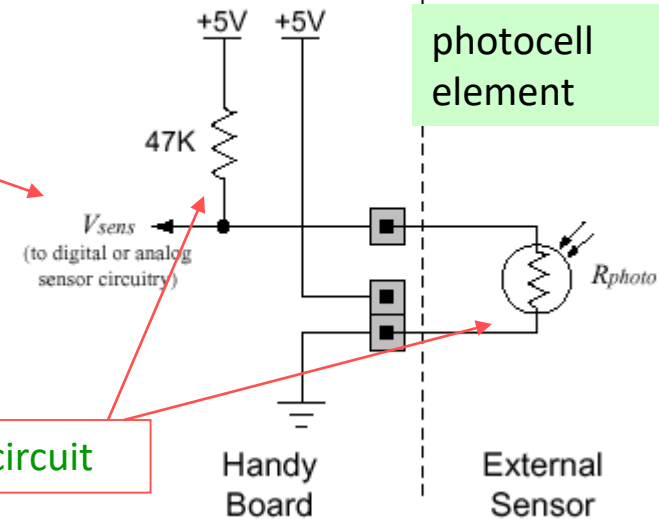
• V_{sens} voltage at the center tap of the two resistors is proportional to the ratio of the two resistances.

$$R_{\text{photo}} = 47\text{K}\Omega, V_{\text{sens}} = 2.5 \text{ v (exactly)}$$

$$R_{\text{photo}} \ll 47\text{K}\Omega, V_{\text{sens}} \approx \text{gnd}$$

$$R_{\text{photo}} \gg 47\text{K}\Omega, V_{\text{sens}} \approx +5 \text{ v}$$

Two resistors form **voltage divider circuit**

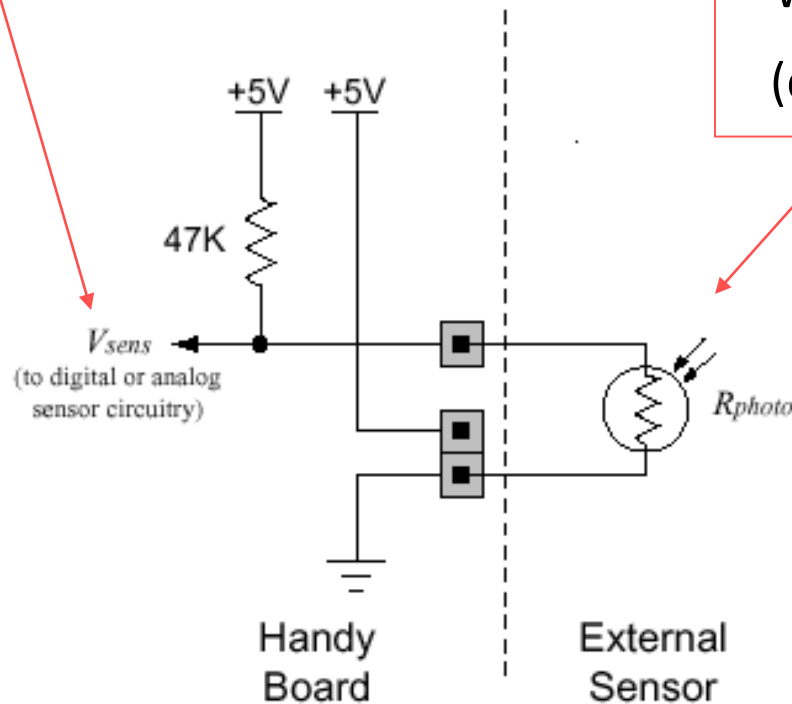


Also possible to connect circuits that generate a voltage

Sensor Interfacing to Analog Inputs

0 to 5 volts are converted into 8-bit numbers 0 to 255 (decimal) (A/D conversion)

- When the photocell resistance is small (brightly illuminated), the $V_{sens} \approx 0v$
- When the photocell resistance is large (dark), $V_{sens} \approx +5v$



Resistive Position Sensors

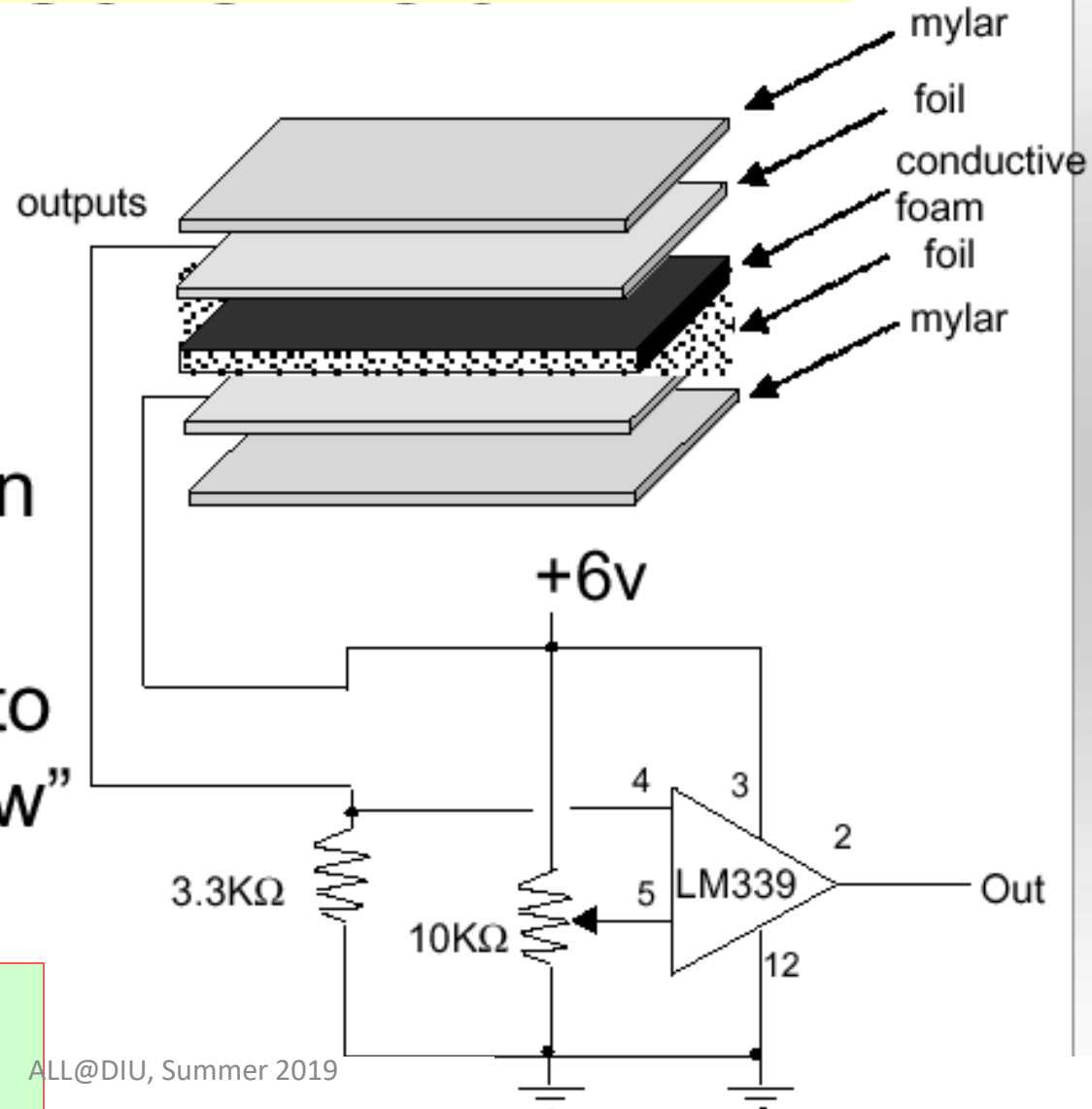
Potentiometers. Glows. Pads. Bend Sensors. Other....?

Pressure Pad



- Often used in grippers to detect the amount of pressure applied in picking up objects
- Relatively simple to build a “home-brew” version

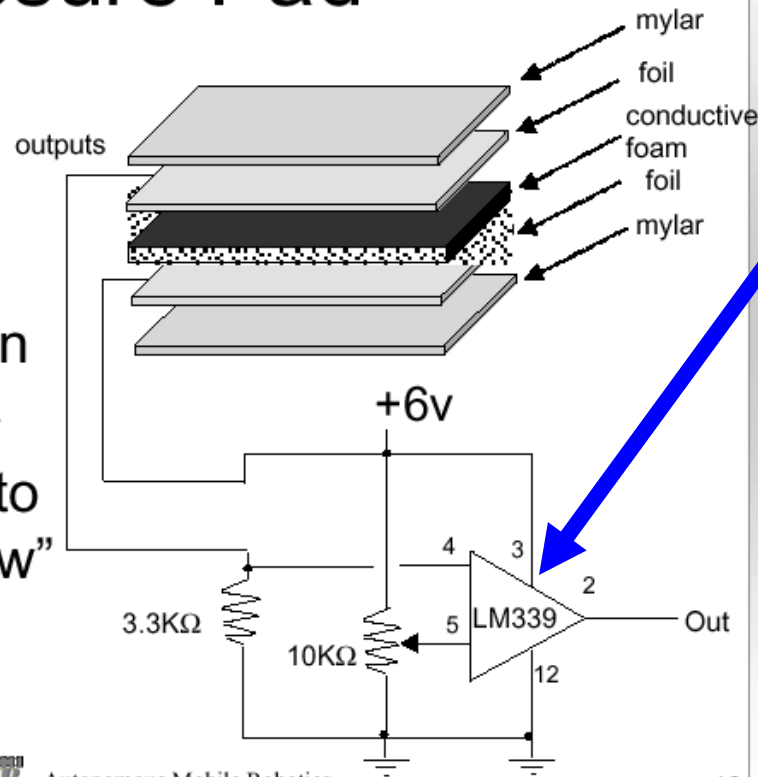
You can purchase such pad for Nintendo games



Pressure Pad



Pressure Pad



- LM339 is a **quad comparator** circuit:
 - Output will be +6V
- Another approach is to use **ohm meter** to detect the resistance change which would be proportional to **amount of pressure applied**.

Potentiometer: the main ideas

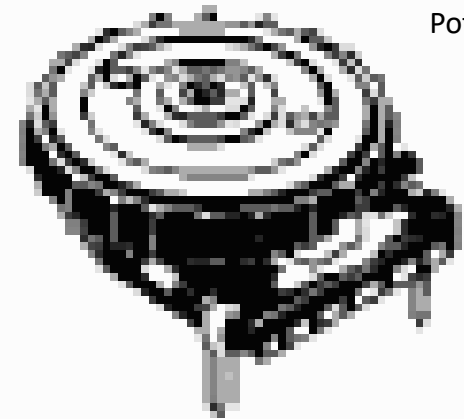
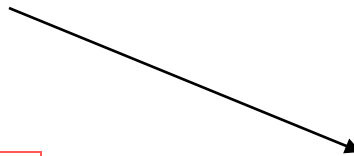
- **Potentiometers** are very common for manual tuning; you know them from some controls (such as volume and tone on stereos).
- Typically called *pots*, they allow the user to manually adjust the resistance.
- The general idea is that the device consists of a movable tap along two fixed ends.
- As the tap is moved, the resistance changes.
- As you can imagine, the resistance between the two ends is fixed, but the resistance between the movable part and either end varies as the part is moved.
- In robotics, pots are commonly used to *sense* and *tune position* for sliding and rotating mechanisms.

Potentiometers versus resistance sensors

- Fixed Rotation Sensors
- Easy to find, easy to mount

Light Sensor

- Good for detecting direction/presence of light
- *Non-linear* resistance
- ~~Slow response~~
Look to catalogs:



Potentiometer



Cadmium Sulfide Cell

HANDYBOARD: Gleason Research. <http://www.gleasonresearch.com/>

<http://handyboard.com>

DISTRIBUTOR OF AGE BEND SENSOR: Images Company: <http://www.imagesco.com>

PITSCO LEGO DACTA, JAMECO, ETC - see the book and my webpage.

Potentiometers

- Manually-controlled variable resistor, commonly used as volume/tone controls of stereos

- **Mechanical varieties:**

- **Linear** and **rotational** styles - make position sensors for both sliding mechanisms and rotating shafts

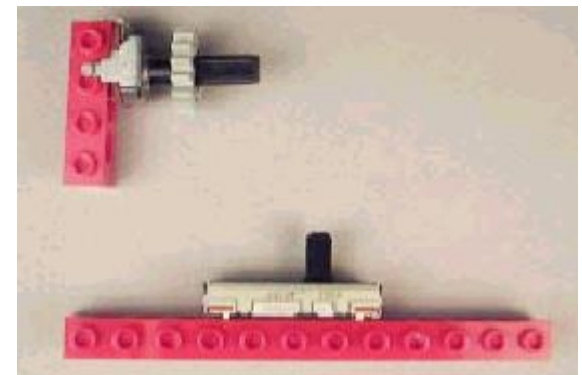
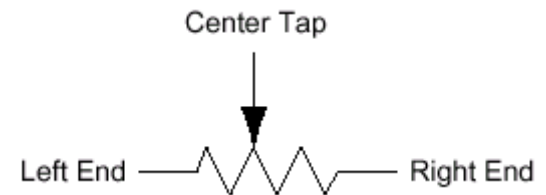
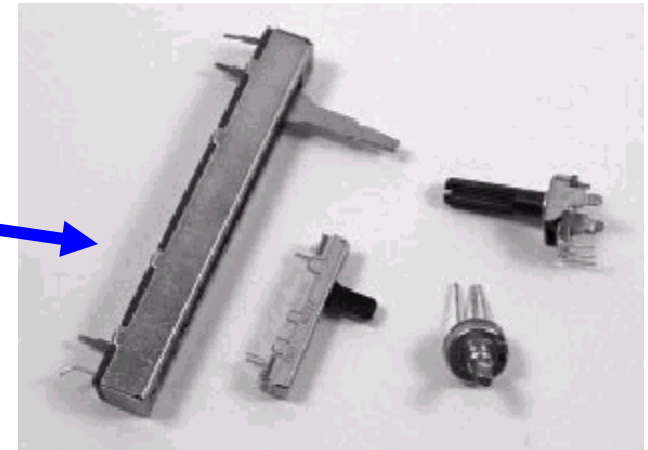
- Resistance between the **end taps** is fixed, but the resistance between either end tap and the **center swipe** varies based on the position of the swipe

- **Electrical varieties:**

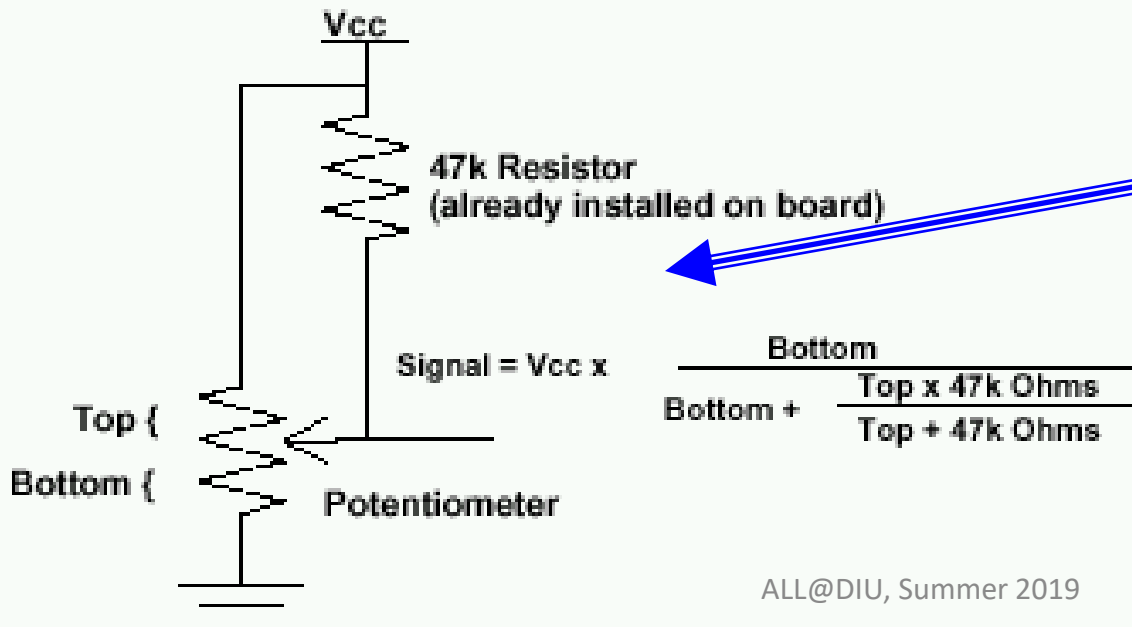
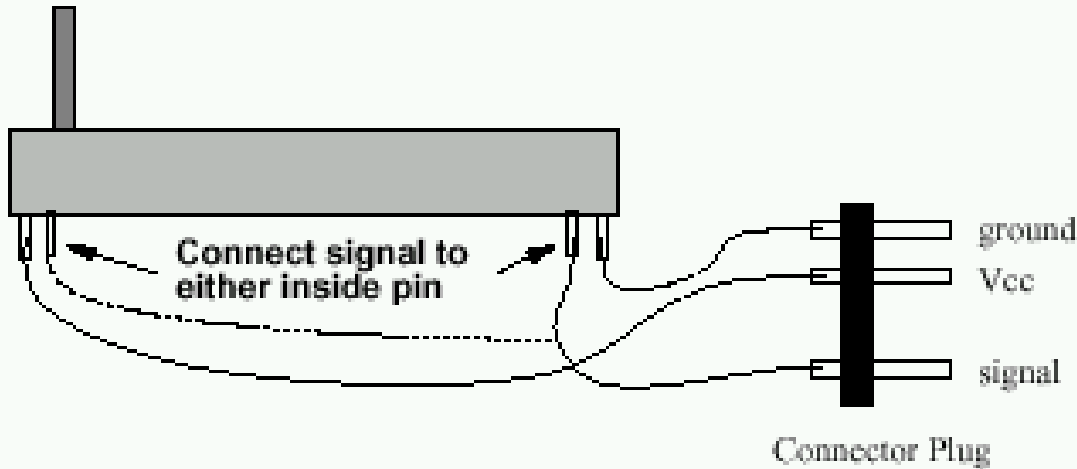
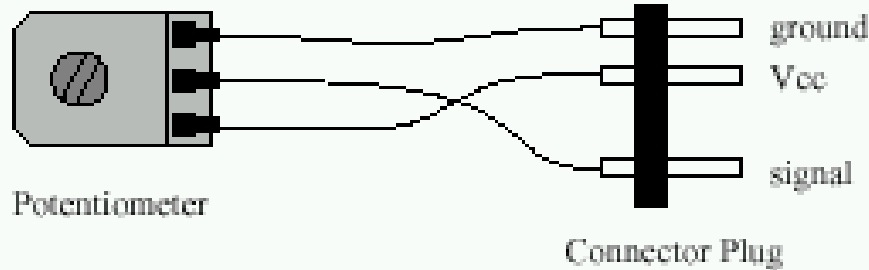
- **Linear taper** - linear relationship between position and resistance. Turn the pot 1/4 way, the resistance between the nearer end and the center is 1/4 of end-to-end resistance

- **Audio taper** - *logarithmic* relationship between position and resistance. At one end, 1/4 turn would swipe over a small bit of total resistance range, while at the other end, 1/4 turn would be most of the range

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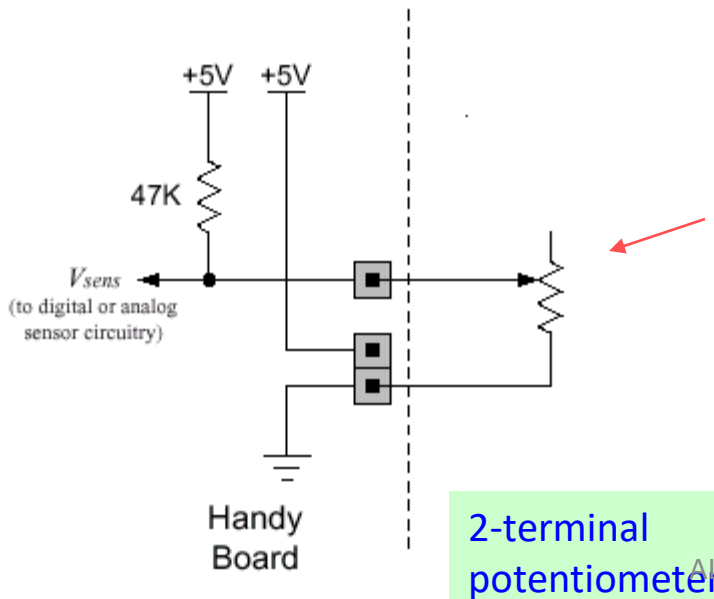
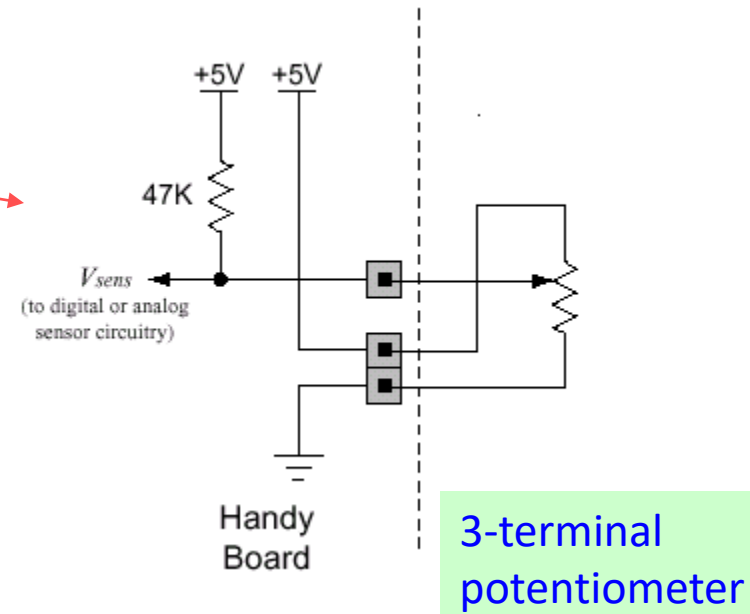
Potentiometer Assemblies



- Kits contain several sizes of potentiometers, also known as variable resistors.
- Potentiometers should be wired with Vcc and ground on the two outside pins, and the signal wire on the center tap.
 - This will, in effect, place the resistance of the potentiometer in parallel with the 47K pull-up on the expansion board and is **more stable** than just using one side and the center tab to make a plain variable resistor

Two ways of using Potentiometers as Resistive Posit

works best when the potentiometer resistance is small enough such that a 47K resistance in parallel with the pot's resistance has only a small effect



2-terminal potentiometer works best when the pot's value is large

Various uses of Potentiometers

- Potentiometers have a **variety of uses**:
 - In the past, they have been used for **menuing programs**
 - For **angle measurement** for various **rotating limbs**
 - For scanning **beacons**.
- They can be **used with a motor** to **mimic servos**, but that's a difficult task.
 - It is important to notice that the pots are *not designed to turn more than about 270 degrees.*
 - Forcing them farther is likely to break them.

Tell about our previous project of animation inverse kinematics robot with many pots and A/D board. (the one that was stolen)

Various uses of Potentiometers

- A potentiometer can be **attached to a LEGO beam**
 - such that it can be **used in place of a bend sensor**.
 - The rotation of the beam will produce a **rotation in the potentiometer**.
- See if you can come up with an **assembly** that can be used in place of a bend sensor.
 - The advantage to such a sensor is that it is **much sturdier than the bend sensor**.
 - The disadvantage is that it is bulkier.

Linear Potentiometers and their use in HandyBoard

- A linear potentiometer can be used to measure precise linear motion,
 - such as a [gate closing](#),
 - or a [cocking mechanism](#) for ring balls or blocks.
- **Frob-knob**
 - The frob knob is the [small white dial](#) on the lower left corner of the Expansion Board.
- *It returns values between 0 and 255* and provides a handy user input for adjusting parameters on the y or for menuing routines to select different programs.
- You may find it useful to [glue a small LEGO](#) piece to the frob knob to make turning it easier.

Resistive (Analog) Position Sensors

Resistive Position Sensors: bending

- We said earlier that a **photocell** is a resistive device, i.e., it senses resistance in response to the light.
- We can also sense resistance in response to other physical properties, such as **bending**.
 - **The resistance of the device increases with the amount it is bent.**
- These **bend sensors** were originally developed for video game control
- They are generally quite useful:
 - Nintendo Powerglove
 - **Video game accessories** are in general useful for robotics and virtual reality and very cheap.

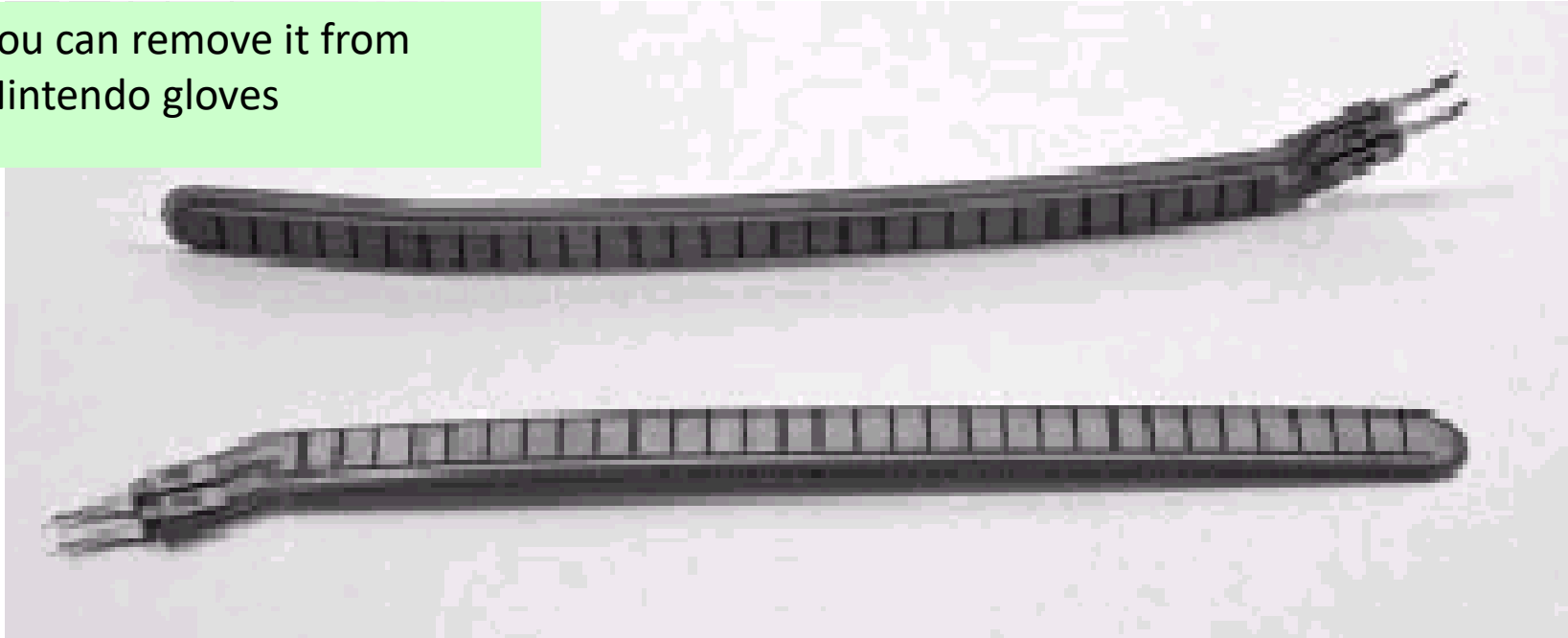
Resistive Bend Sensors



- Resistance = 10k to 35k
- Force to produce 90deg = 5 grams
- www.jameco.com = 10\$

Bend Sensors

You can remove it from
Nintendo gloves



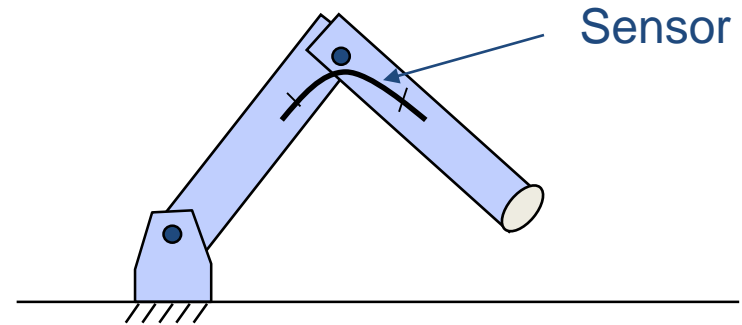
- Useful for [contact sensing](#) and [wall-tracking](#)
- The bend sensor is a simple resistance
 - As the [plastic strip is bent](#) (with the silver rectangles facing outward), the [resistance increases](#)

Resistive Position Sensors

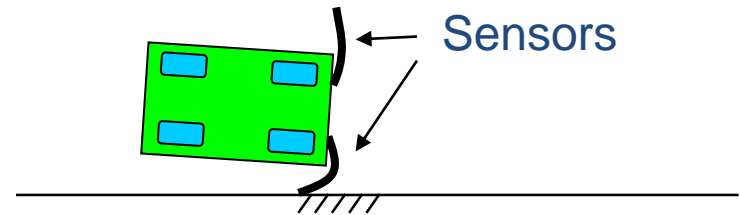
- Mechanically, the bend sensor is **not terribly robust**, and requires strong protection at its base, near the electrical contacts.
 - Unless the sensor is well-protected from direct forces, it will fail over time.
- Notice that even in a good arrangement, repeated bending will **wear out** the sensor.
- **Remember:** a **bend sensor** is much ***less robust*** than light sensors,
 - although they use the same underlying **resistive principle**.

Applications of Resistive Analog Sensors

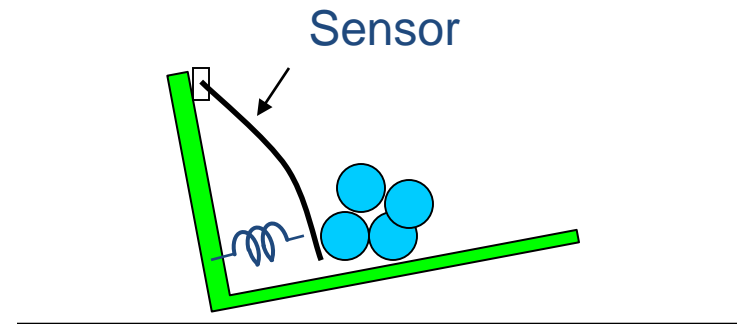
z Measure bend of a joint



z Wall Following/Collision Detection



z Weight Sensor

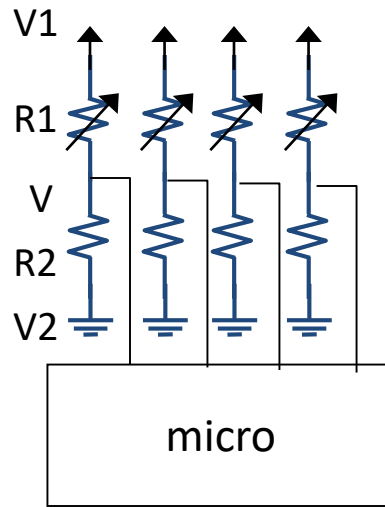


Inputs for Resistive Sensors

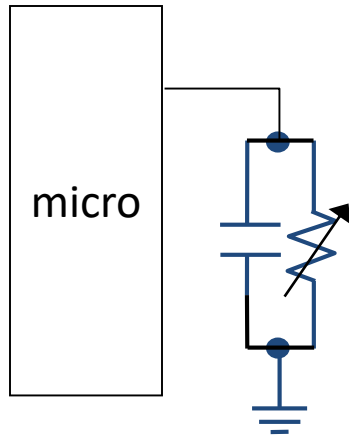
Voltage divider:
You have two resistors, one is fixed and the other varies, as well as a constant voltage

$$V1 - V2 * (R2/R1+R2) = V$$

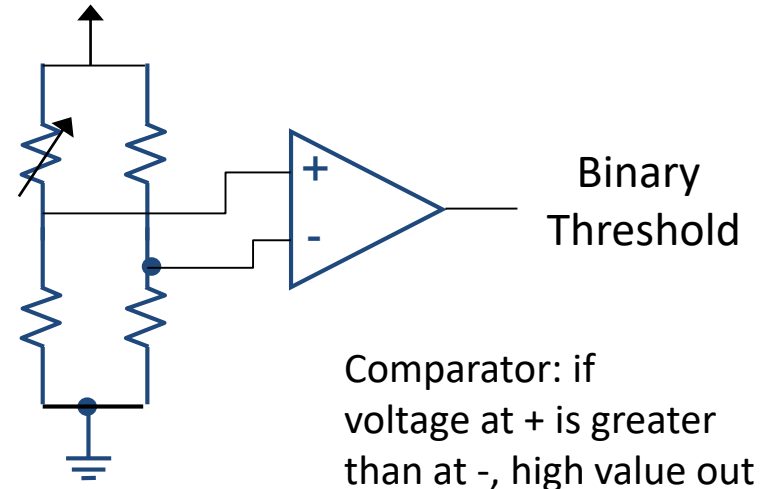
Known **unknown** measure



Analog to Digital
(pull down)



Single Pin
Resistance
Measurement

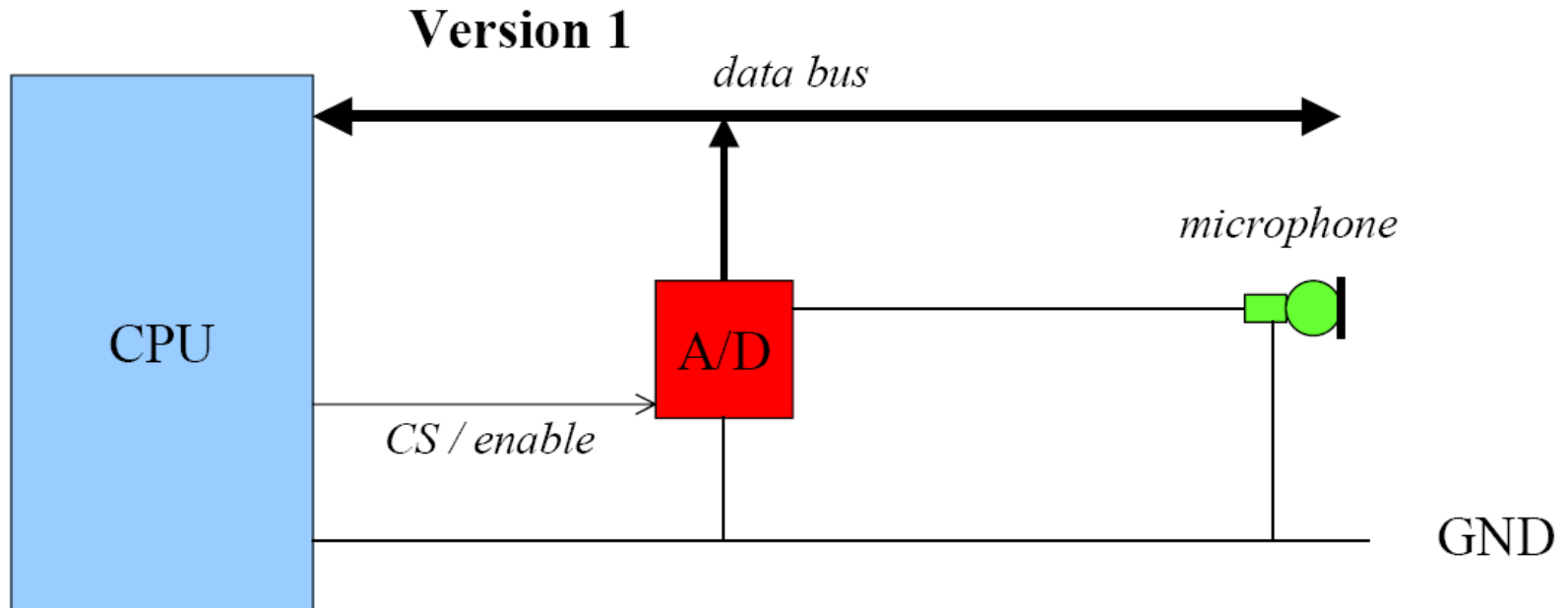


Comparator: if
voltage at + is greater
than at -, high value out

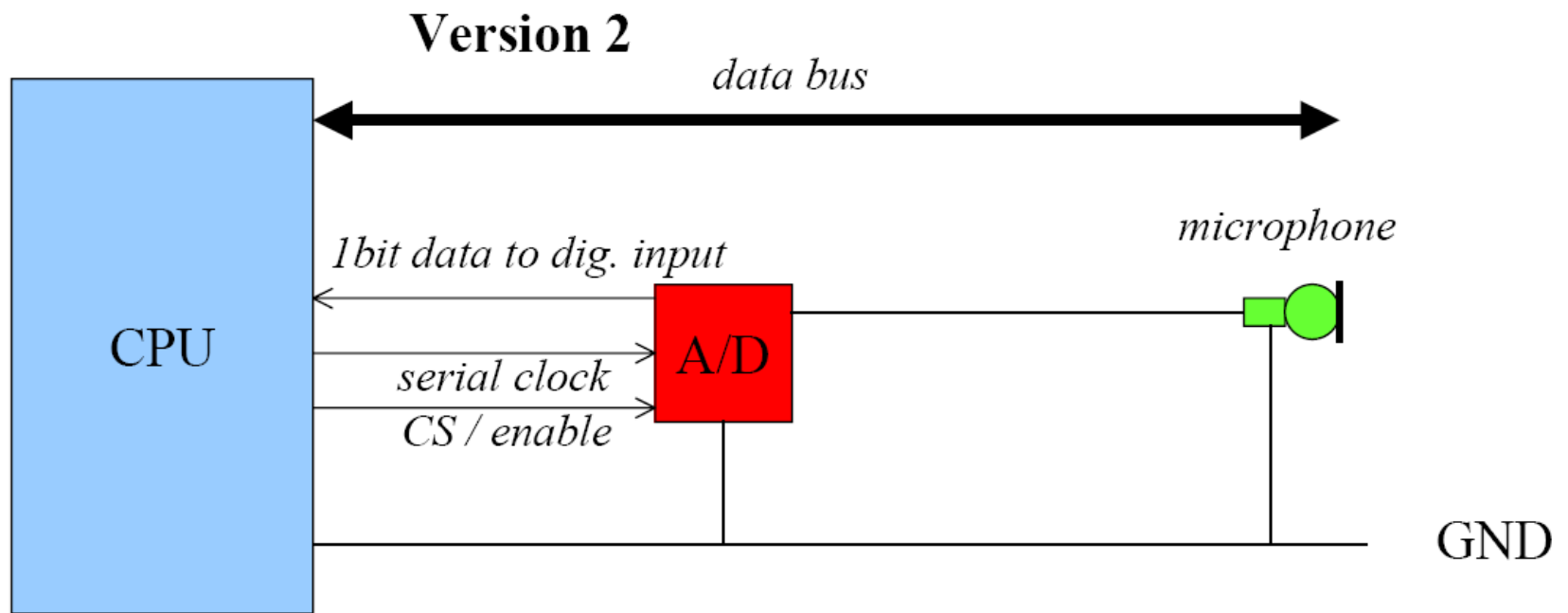
A/D Converter

- Signal has to be provided at correct level, e.g. between 0 .. 5V
- If multiple channels are read: low internal resistance of signal line is important
- A/D converter translates analog voltage level into digital value
- Digital output from A/D converter can be
 - parallel
(e.g. 8 bit, direct connection to data bus)
 - serially digital
(provide programmed clock signal to converter to read data bit by bit)

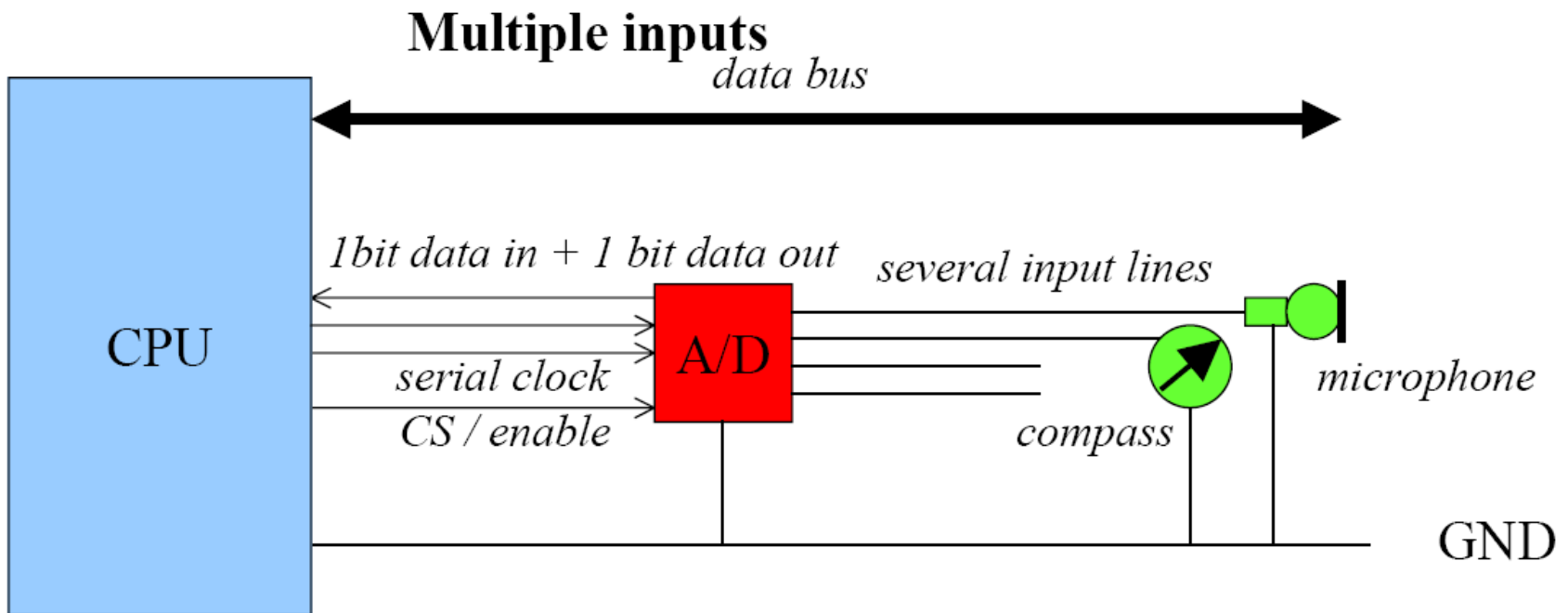
A/D Converter



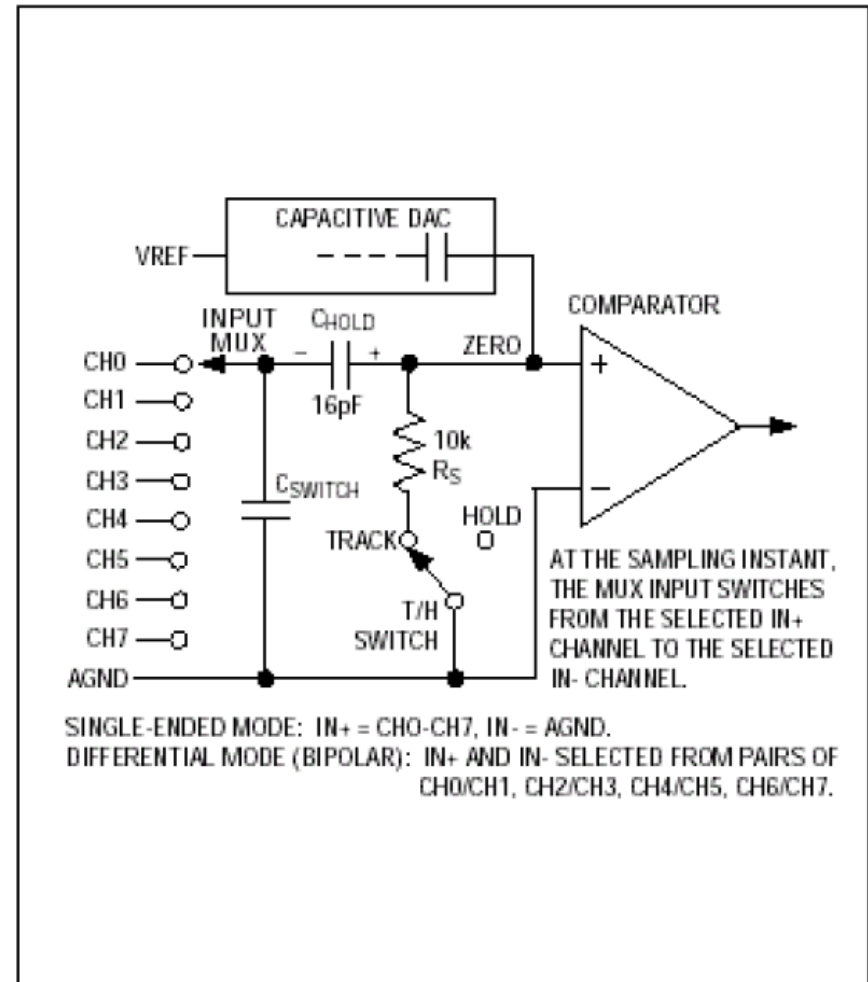
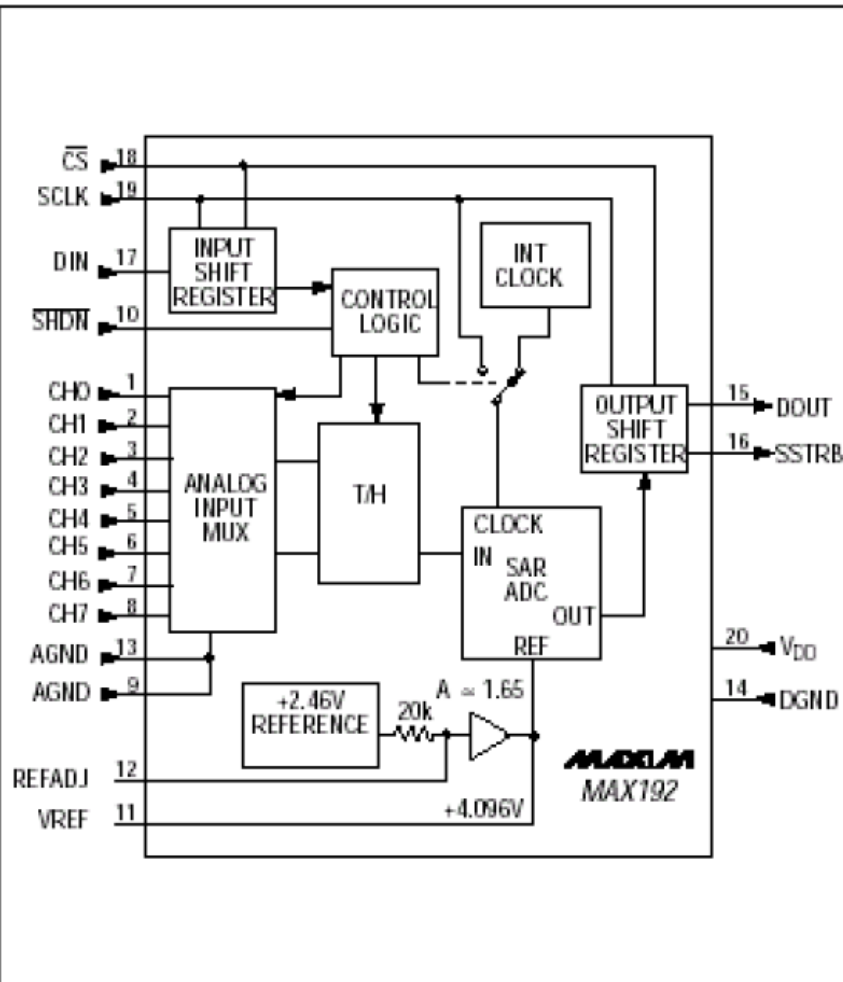
A/D Converter



A/D Converter



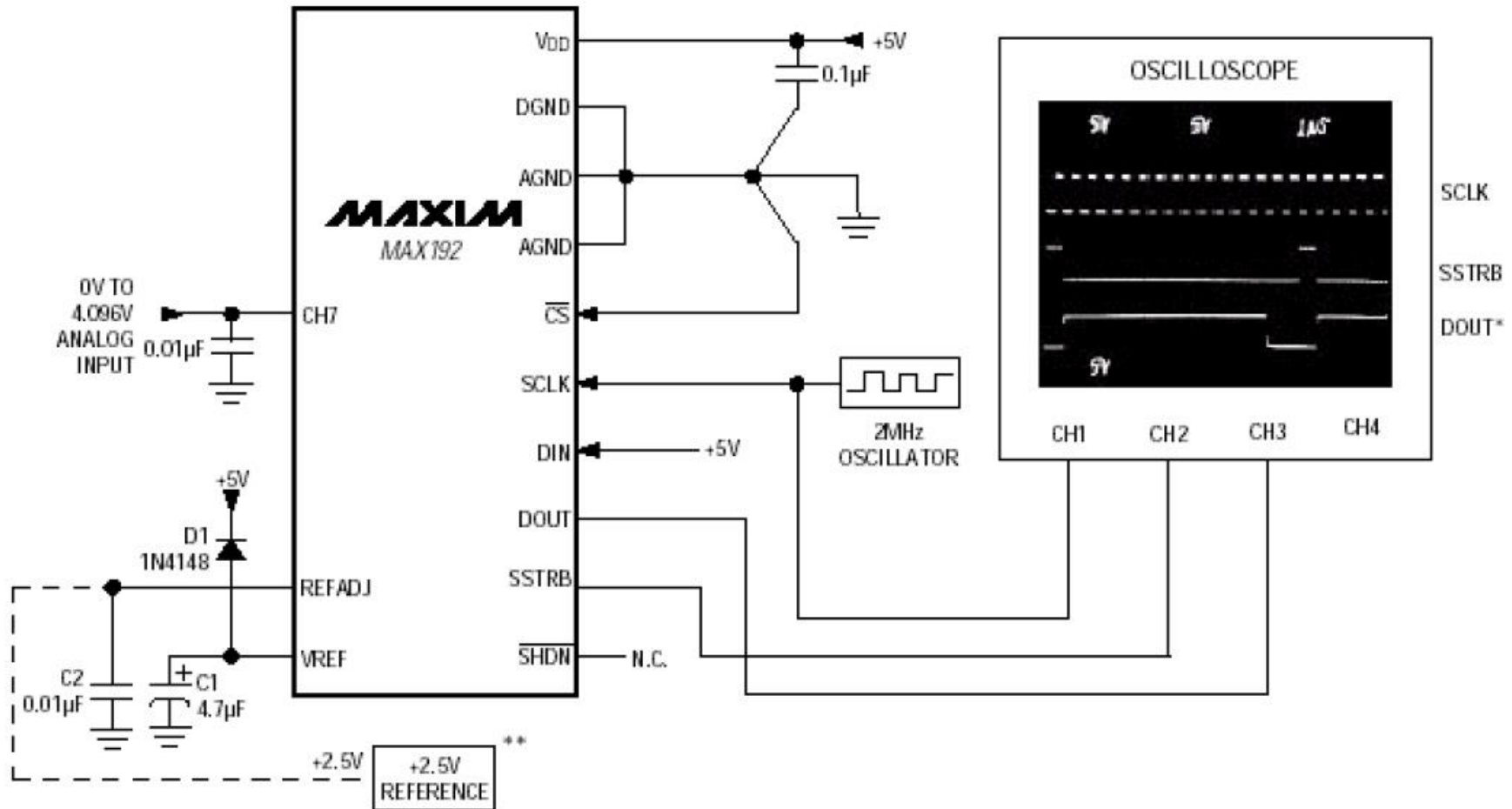
A/D Converter



MAX192

A/D Converter

MAX192



* FULL-SCALE ANALOG INPUT, CONVERSION RESULT = \$FFF (HEX)

**OPTIONAL. A POTENTIOMETER MAY BE USED IN PLACE OF THE REFERENCE FOR TEST PURPOSES.

ALL@DIO, Summer 2019