Wenoa Teves 26124157



Muchen He 44638154



Lufei Liu 14090154

### **ELEC 391** TEAM B1

Ou (Leo) Liu 18800152



# LASER LIGHT SHOW



Design and build a 2 degree of freedom spherical wrist that includes 2 mechanically commutated, permanent magnet DC motors that can draw a shape on a flat surface

## **MOTOR DESIGN DECISIONS**





#### Stranded wire

- Wears out
   quickly
- Flimsy



#### **Carbon Brush**

- Durable
- Large surface area
   to conduct current

### Magnets



#### Circular Magnets

- Weak magnetic field
- Large quantities;
   light weight



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#### 60mm x 10mm x 5mm Rectangular Magnets

- Length to cover rotor core
- Strong magnetic field
- Small quantities; heavy weight

### Commutator



- Fixed radius
  - Difficult to implement brushes



 Small magnetic flux through the rotor

Magnet Orientation



#### Copper Tape

 Wears out quickly
 Difficult to implement brushes

#### FR4 (Copper Disk)

- Durable
- Adjustable radius for the disk



 Large magnetic flux through the rotor

MOTORS

## YAW MOTOR





# PITCH MOTOR

Scaled down version of yaw motor



# **MOTOR PARAMETERS**

Kinetic Friction	Torque Constant
Kinetic friction from $\frac{torque}{speed}$ at no load conditions	Torque determined from conservation of power
$B = K\tau \times \frac{I_{no\ load}}{\omega_{no\ load}}$	$V \times I = \omega \times K_{\tau}$
Rotor Inertia	Back EMF
Calculated from mechanical time constant (time to reach 63% of final speed)	Back EMF calculated using KVL
$\tau_m = \frac{J \times R}{K\tau^2}$	$V_{\text{measured}} - I \times R = K_v \times \omega$

### Resistance and Inductance

Measured using multimeter and oscilloscope

### YAW

esistance
nductance
Nax Power Out
orque Constant
ack EMF Constant
nertia
inetic Friction

### PITCH

Resistance Inductance Max Power Out Torque Constant Back EMF Constant Inertia Kinetic Friction 4.18 Ω
1.51 mH
6.49 W
0.00125 Nm/A
800 rad/Vs
0.00593 kg m<sup>2</sup>
6.5 × 10<sup>-6</sup> Nm s/rad

26.7 Ω 4.37 mH 1.21 W 0.02269 Nm/A 44.077 rad/Vs 4.11 × 10<sup>-5</sup> kg m<sup>2</sup> 3.3 × 10<sup>-5</sup> Nm s/rad



Motor 0 Open Loop Test

### Motor 1 Open Loop Test





## SIMULINK MODEL

MODEL

# CIRCUITS



#### **Pins from Encoder**

• 4 pins from each encoder PCB for signals, 5V, and ground

#### NOT gates

- Direc1 outputted from microcontroller
- Direc2 is always inverse of Direc1

#### 12V Input

• 12V supply for motors

#### **Microcontroller Dock**

- Maps microcontroller pins to PCB signals
- Extra header pins for access to each microcontroller pin

#### Diode Bridge

 Diode H-Bridge to support PWM signals to motor

#### **Motor Driver**

• Current drivers supplying motors

#### Extra 5V Pins

• Supplied by the microcontroller to be used for off-board components



CIRCUITS

# MICROCONTROLLER

- Arduino Uno and Arduino Nano are chosen for their ease of use and safety features
- Considered using FPGA for hardware accelerated tasks but compilation is too slow and debugging is difficult ×
- Considered using 8051 microcontroller but setup is too cumbersome and does not support C++ software ×



**Pin Configuration** 

# **QUADRATURE DECODING**

### State Machine

### Software Implementation

- Extremely fast ISR (4µs execution time) •
- No quadrature decoder hardware needed  $\bullet$
- Faster than using quadrature decoder  $\bullet$



# **CONTROLLER LOGIC**



CONTROLLER

### **INTEGRATION PROGRESSION**



**INITIAL SKETCHES** 

LEGO PROOF OF CONCEPT

**MILESTONE II RESULT** 

**FINAL RESULT** 





# EXTERNAL CONTROL



### ◄ HOMING 1

- Limiter switch at platform edge
- Triggers calibration event
- Prevents further movement of motor



### HOMING 2

- Photoresistor sensor
- Resistance chosen to fit laser light
- Triggers calibration event

### RESET SWITCH 🕨

- Resets controller
- Easily accessible
- Safety switch

### LASER SAFETY SWITCH

- Overrides laser control from controller
- Turns off laser to prevent eye damage



## SYSTEM FLOWCHART

#### Microcontroller





# **REMOTE CONTROLLER**







- Internet enabled device connects to the controller server via web browser
- Draw shape by tilting the device
- Host computer generates realistic
   laser preview
- Time vector for each vertex
   automatically generated
- Shape data is serialized and transmitted

- Shape data received and stored in memory
- Draws shape stored in memory at full speed

# SHAPE VERTEX MAPPING

- Map desired laser path to list of coordinates in memory (passed by host computer)
- 2. Inverse kinematics are applied to obtain angles
- 3. Angles are converted to encoder positions
- 4. Time vector is generated based on length of each line segment



### EXPORT

- Position: x and y are exported in two arrays of floats
- Time Vector: relative time between commands are exported in an array of integers
- The exported data is sent through serial and parsed in microcontroller

# SUMMARY



- O Fine tuned system models for the custom made motors
- O Very fast and optimized controller firmware
- O Capable of drawing any shapes from any internet connected device
- O Integrated cooling fans
- O 2:1 speed reduction with timing belt with adjustable tension



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