

EECS 192: Mechatronics Design Lab

Discussion 6: Velocity Control

written by: Richard "Ducky" Lin 📧 Spring 2015

25 & 26 Feb 2015 (Week 6)

- Velocity Sensing
- Feedback Control
- Summary

Velocity Sensing

Brainstorm!

What are some ways to sense velocity?

pros and cons of your methods?

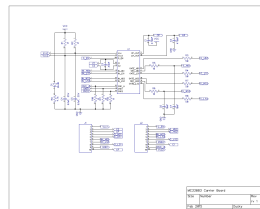
Optical Encoders

Optical encoders...

- ▶ Detects when sensor lit up
- ▶ Reflective sensor: light up codewheel, sensor detects reflection
- ▶ Photointerruptors: direct light beam from transmitter to detector, interrupt by object
- ▶ Simple designs vulnerable to ambient light

Hamamatsu S6986...

- ▶ High-pass filter and LED modulation for background light rejection
- ▶ Open-collector output



Hopefully a fairly readable schematic

Software Techniques

Two simple ways to measure speed:

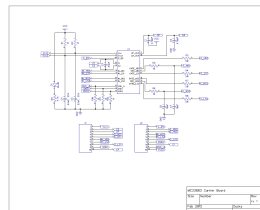
Pulse width measurement

- ▶ Measure width between transitions

Pulse counting

- ▶ Count number of transitions in timespan

Advantages and disadvantages of both?



Hopefully a fairly readable schematic

Live Demo!

Low speed demo

see blinking LEDs!

High speed demo

what waveforms should you expect to see?

Issues

skipped pulses, inconsistent pulse lengths

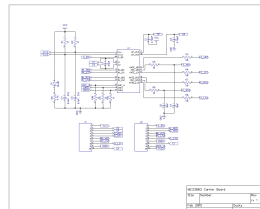
Uh-oh!

What are some ways to deal with inconsistent pulse sizing / other issues?

pros and cons of your methods?

Moving Average Filter

- ▶ Average pulse widths over a entire revolution



Hopefully a fairly readable schematic

Feedback Control

PID

▶ Proportional Control

- ▶ Change output by $p * (\text{difference between sensor input and data})$
- ▶ Very intuitive- part of almost every PID scheme.

▶ Integral Control

- ▶ Change output by $i * (\text{integration of error over time})$
- ▶ Overcomes offset errors (example: friction)

▶ Derivative Control

- ▶ Change output by $d * (\text{instantaneous derivative of the error})$
- ▶ Helps prevent oscillation (example: steering)

Summary

- ▶ Optical Encoders
- ▶ The way you process data affects how you acquire data. Be aware of the effects of errors/noise
- ▶ PID control overview