

Watts to Wheels

-or-

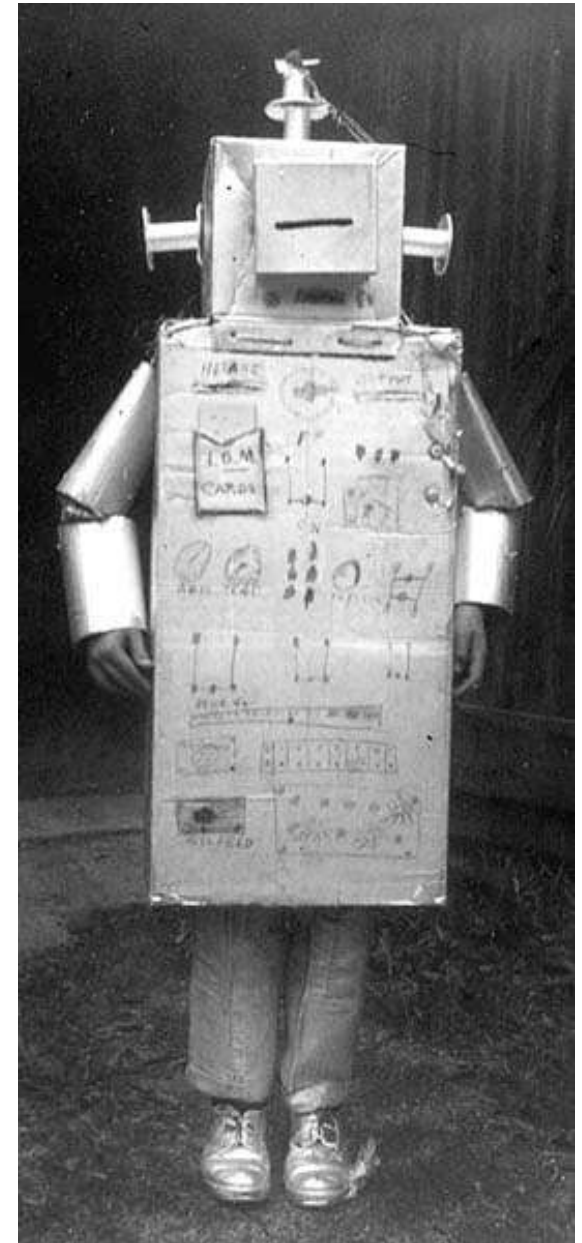
Why Your 'Bot Needs More Juice

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2004 Trinity College Fire Fighting Home Robot Contest

Who Am I?

- ▶ **Nisley: It's "Niss-lee"**
- ▶ **Above the Ground Plane**
 - ▶ **Circuit Cellar magazine**
 - ▶ www.circuitcellar.com
 - ▶ **Analog & RF stuff**
 - ▶ **This talk & more: June 2004**
- ▶ **Embedded Space**
 - ▶ **Dr. Dobb's Journal magazine**
 - ▶ www.ddj.com
 - ▶ **All about embedded systems**
- ▶ **The usual diversions**
 - ▶ **Recumbent radio**
 - ▶ **Home repair**



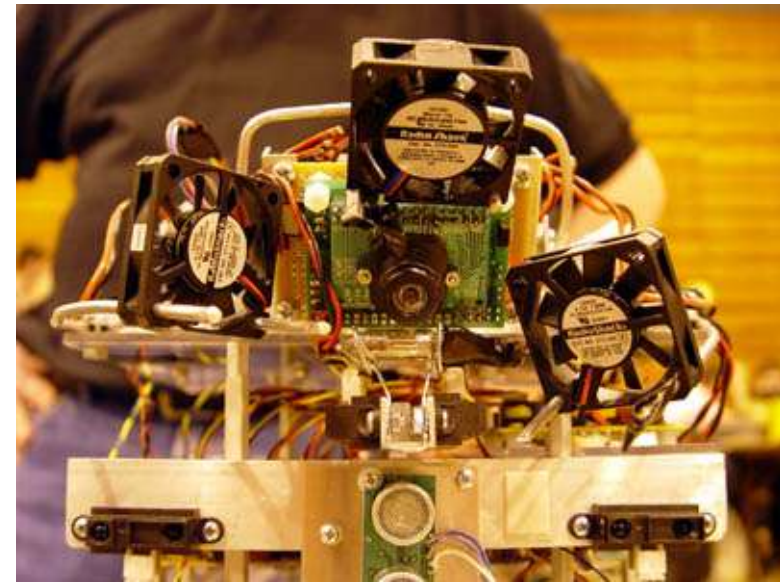
Design Strategies

- ▶ **Performance first?**
 - ▶ Can't fit the motor
 - ▶ Can't tote the battery
- ▶ **Hardware first?**
 - ▶ See what happens
- ▶ **Cost first?**
 - ▶ Performance counts
- ▶ **Iterative design?**
 - ▶ Better start early
- ▶ **You need numbers...**
 - ▶ Physics!



Why Are We Here?

- ▶ **Power!**
 - ▶ ... how many watts?
- ▶ **Linear Kinematics**
 - ▶ $s = s_0 + v_0 t + at^2/2$
 - ▶ The rest is easy!
- ▶ **Dynamics**
 - ▶ Force $\Rightarrow F = m \times a$
 - ▶ Traction $\Rightarrow \mu = F/F_n$
- ▶ **Torque $\Rightarrow \tau = s \times F$**
- ▶ **Motors & Gearing**
- ▶ **Why Things Go Wrong**
- ▶ **Freebies!**



Linear Kinematics

- ▶ **One-dimensional**
 - ▶ **s = distance**
 - ▶ meters
 - ▶ **v = velocity (speed)**
 - ▶ meters/sec
 - ▶ **a = acceleration**
 - ▶ meters/sec/sec = m/s^2
- ▶ **$s = s_0 + v_0 t + at^2/2$**
 - ▶ set ruler: $s_0 = 0$
 - ▶ at rest: $v_0 = 0$
- ▶ **$s = at^2/2$**
 - ▶ It's that simple...



The obligatory faked photo...

Useful Equations

- ▶ $s = t \times (v_0 + v) / 2$
 - ▶ **Measure: v & $s \Rightarrow t$**
 - ▶ $t = 2s / (v_0 + v)$
- ▶ $v^2 = v_0^2 + 2a(s - s_0)$
 - ▶ **Specs: s & $a \Rightarrow v$**
 - ▶ $v = \sqrt{2a(s - s_0)}$
 - ▶ **Measure: s & $v \Rightarrow a$**
 - ▶ $a = v^2 / 2(s - s_0)$
- ▶ $s = at^2 / 2$
 - ▶ **Specs: s & $a \Rightarrow t$**
 - ▶ $t = \sqrt{2s/a}$
 - ▶ **Measure: s & $t \Rightarrow a$**
 - ▶ $a = s / (t^2 / 2)$

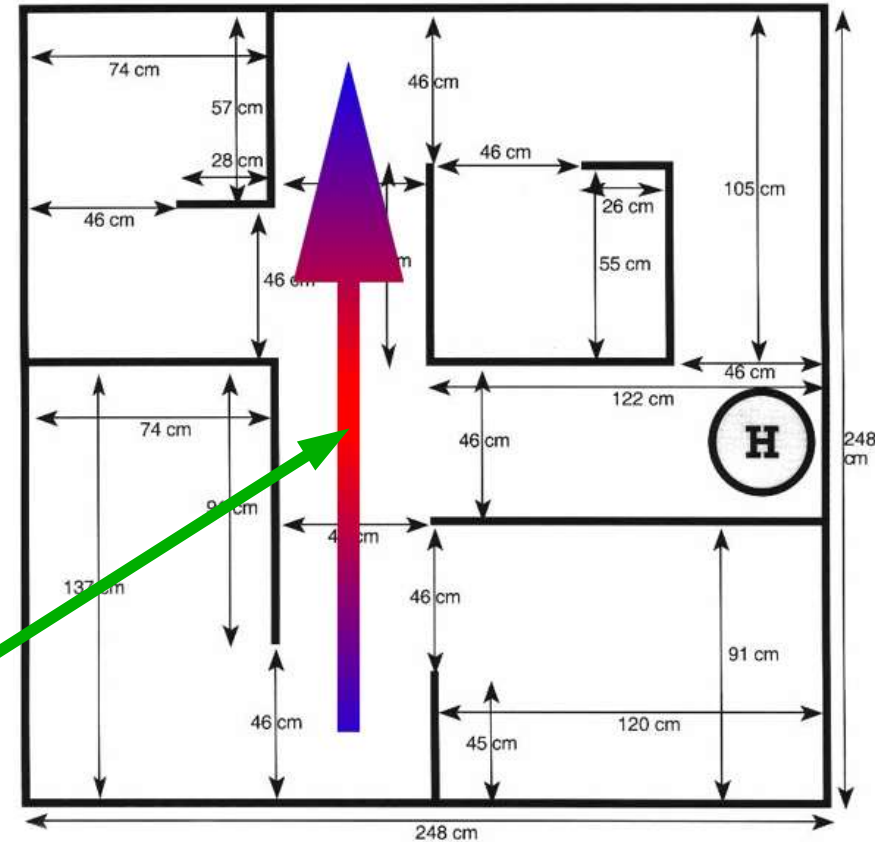


Kinematics says:

Assume your 'bot is a point...

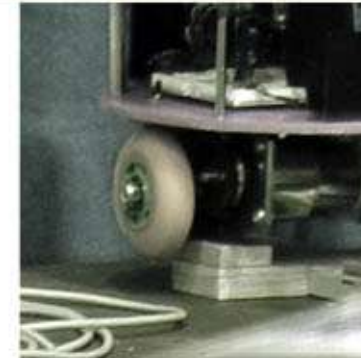
Performance!

- ▶ **Set a Spec...**
 - ▶ **Distance = $s = 2 \text{ m}$**
 - ▶ **Time = $t = 1 \text{ s}$**
 - ▶ **But accel 1 m , decel 1 m**
 - ▶ **$s=1 \text{ m}$ & $t=0.5 \text{ s}$**
- ▶ **s & $t \rightarrow a$**
 - ▶ **$a = s/(t^2/2) = 8 \text{ m/s}^2$**
 - ▶ **$1 \text{ G} = 9.8 \text{ m/s}^2 \dots$**
- ▶ **a & $s \rightarrow v$**
 - ▶ **$v = \sqrt{(2as)} = 4 \text{ m/s}$**
 - ▶ **$14 \text{ km/h} = 9 \text{ mph} = 13 \text{ f/s}$**
- ▶ **This is aggressive...**



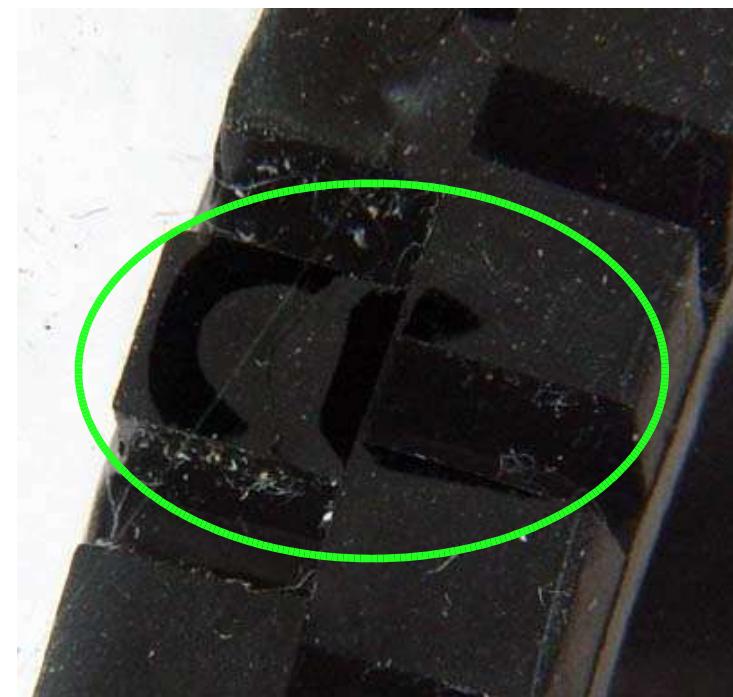
Dynamics

- ▶ $F = m \times a = m(dv/dt)$
 - ▶ Want change in v ? $\Rightarrow a$
 - ▶ Have constant a ? $\Rightarrow F \propto m$
- ▶ Say robot weighs **1 kgf**
 - ▶ *not* 1 kg, except on Earth
 - ▶ 1 kgf = 9.8 N = 2.2 lb
- ▶ $F = 1 \text{ kg} \times 8 \text{ m/s}^2 = 8 \text{ N}$
 - ▶ 8 N = 0.8 kgf = 1.8 lb
- ▶ Force requires friction
 - ▶ Floor is flat, not cleated
 - ▶ Skid marks are bad form
 - ▶ How to measure friction?



Coefficient of Friction

- ▶ **Contact Patch**
 - ▶ Tire compound
 - ▶ Robot weight (aka mass)
 - ▶ Photos → 0.5 kgf on 1 tire
- ▶ **$\mu = F/F_n = \text{pull/weight}$**
 - ▶ Does *not* depend on area!
 - ▶ Ideally, that is...
- ▶ **Easy to measure**
 - ▶ Brake or lock wheels
 - ▶ Drag with weight scale
 - ▶ Weigh 'bot in same units
- ▶ **Answer: $\mu = 0.90$**
 - ▶ Hard = less, soft = more



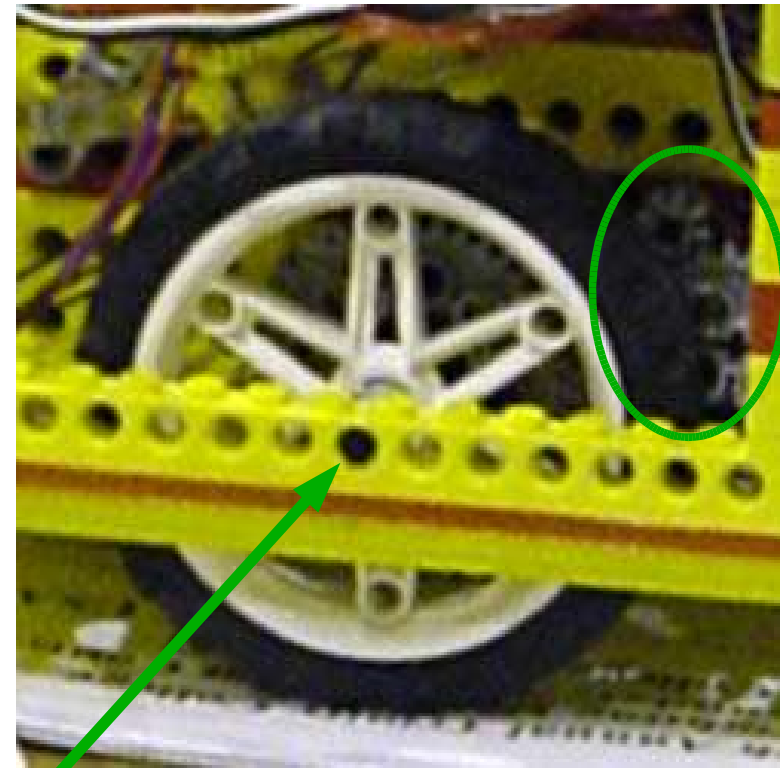
Traction Limit

- ▶ **Acceleration too high?**
 - ▶ Lego? No problem!
 - ▶ Wild spec? *Rrrmm...*
- ▶ **Traction needs weight**
 - ▶ Traction $\leq \mu \times \text{Weight}$
 - ▶ Weight = $8\text{N}/0.9 = 8.9\text{ N}$
 - ▶ $8.9\text{ N} = 0.9\text{ kgf} = 2\text{ lb}$
 - ▶ Very close to 1 kgf spec!
- ▶ **Traction \Rightarrow accel limit**
 - ▶ If you're close...
 - ▶ ...other problems!
- ▶ **How to get force?**
 - ▶ Motors produce torque...



Torque

- ▶ **Twist around an axis**
- ▶ **$\tau = s \times F$**
 - ▶ **s = distance: axis to force**
 - ▶ **$F \leq$ friction limit**
 - ▶ **Unit = meter-newton**
 - ▶ newton-meter? *Bah!*
 - ▶ Not the same as energy!
- ▶ **$\tau = 0.041\text{m} \times 8\text{N}$**
 - ▶ Need **$0.33 \text{ m}\cdot\text{N}$** for **$0.5 \text{ s}$**
- ▶ **Lego 4mm plastic shaft**
 - ▶ **$F = \tau/s = 0.33\text{m}\cdot\text{N}/0.002\text{m}$**
 - ▶ **$164 \text{ N} = 37 \text{ lbf}$**
 - ▶ **Anybody see a problem?**



Lego tire is 81.6x15 mm
Radius = $81.6/2 = 0.041 \text{ m}$

Lego shaft diameter is 4 mm
Radius = 0.002 m

Motor Torque

▶ Lego Dynamometer

▶ $\tau = s \times F$

▶ s = radius of wheel

▶ F = weight in kgf or gf

▶ Usual assumptions

▶ Weightless, frictionless

▶ Inertialess rotation...

▶ Lift = 120gf max

▶ $\tau = 0.033\text{m} \times 1.1\text{N}$

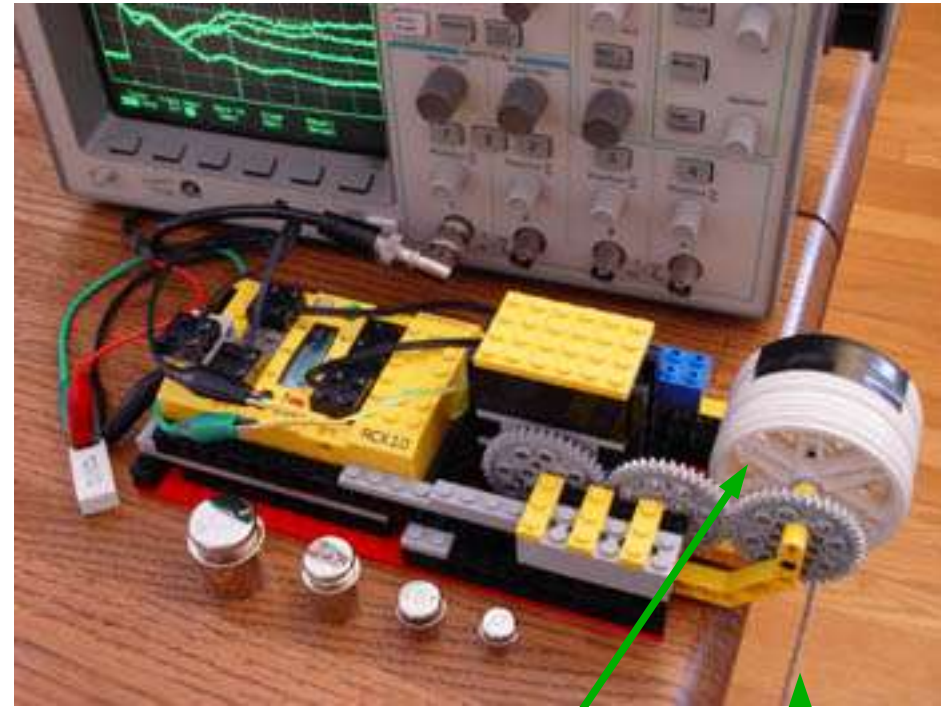
▶ $\tau = 0.036 \text{ m} \cdot \text{N}$

▶ We need $0.33 \text{ m} \cdot \text{N}$

▶ Anybody see a problem?

▶ Inclined planes

▶ Gravity dilution: $\sin(\Theta)$



Wheel radius = 33mm

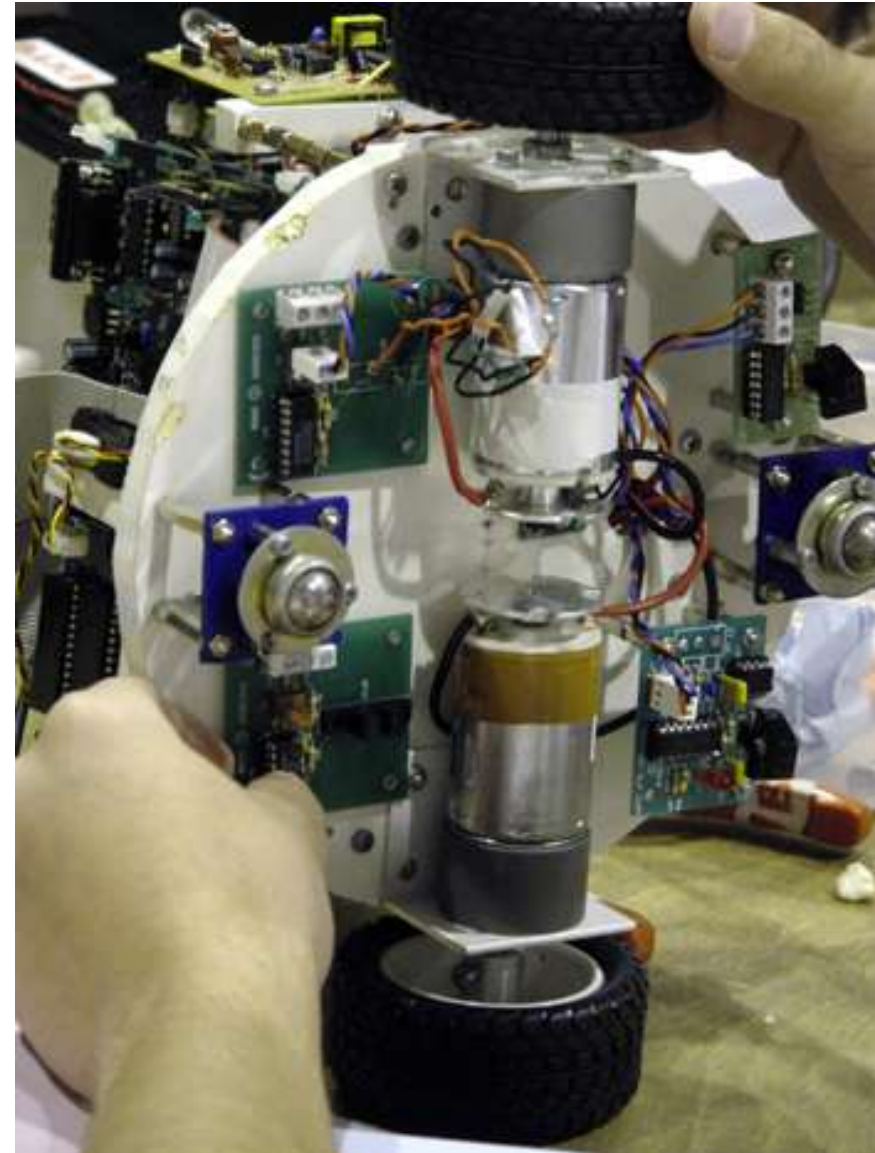
Weight = 0.120 kgf x 9.8 N/kgf = 1.1N

Nice Lego motor survey at
<http://www.philohome.com/motors/motorcomp.htm>

finds stall torque = 0.06 m·N

Homework Hints

- ▶ **Measure motor torque**
 - ▶ **Get the units right!**
- ▶ **Torque** ⇒ **Force**
 - ▶ **Use correct distance**
- ▶ **Force** ⇒ **Acceleration**
 - ▶ **Verify traction (hah!)**
- ▶ **Acceleration** ⇒
 - ▶ **Speed**
 - ▶ **Time**
 - ▶ **Distance**
- ▶ ... ⇒ **Performance**
 - ▶ **Now: fix your 'bot!**



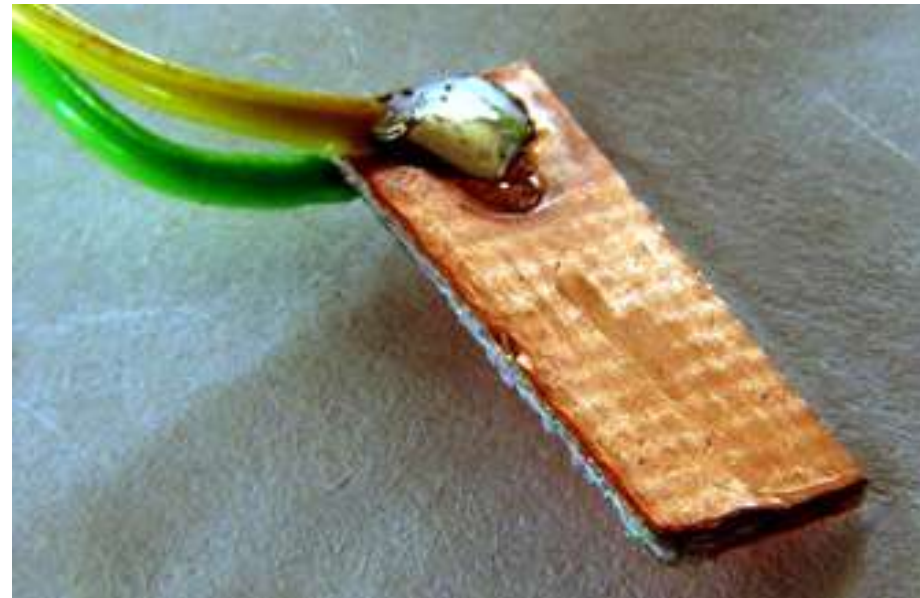
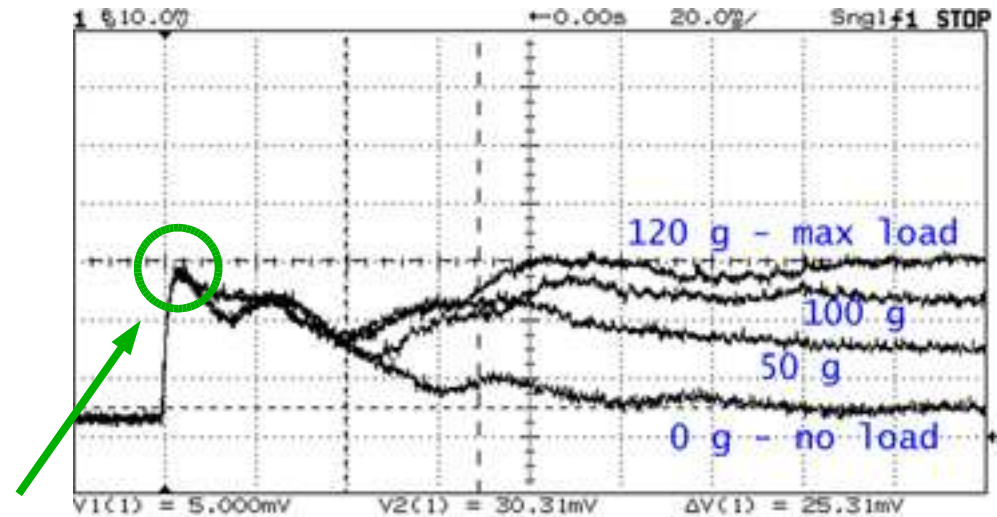
Gearing

- ▶ **Torque $\tau = s \times F$**
 - ▶ Big s = low F = low a
 - ▶ Small s = high F = low v
 - ▶ Tradeoff: speed vs accel
- ▶ **Speed in gear train**
 - ▶ **$(\text{rpm} \times \text{teeth}) = \text{constant}$**
 - ▶ Bigger gears go slower
 - ▶ Smaller gears push harder
 - ▶ Plastic breaks & wears out
- ▶ **Power $\propto (\text{rpm} \times \text{torque})$**
 - ▶ Mind your units!
 - ▶ Pay attention to losses
 - ▶ Strength of materials



Motor Current

- ▶ **Current \propto load**
 - ▶ \propto torque \propto force \propto accel
 - ▶ High accel \Rightarrow amps!
- ▶ **Simple current probe**
 - ▶ DVM is OK for DC load
 - ▶ Oscilloscope for **peaks**
 - ▶ Use 0.1Ω resistor \Rightarrow V
- ▶ **Losses everywhere**
 - ▶ Resistance loss: $V=IR$
- ▶ **Use heavy wires?**
 - ▶ At least not Wire-Wrap
 - ▶ Measure voltage drops
 - ▶ Connectors? *Ugh!*



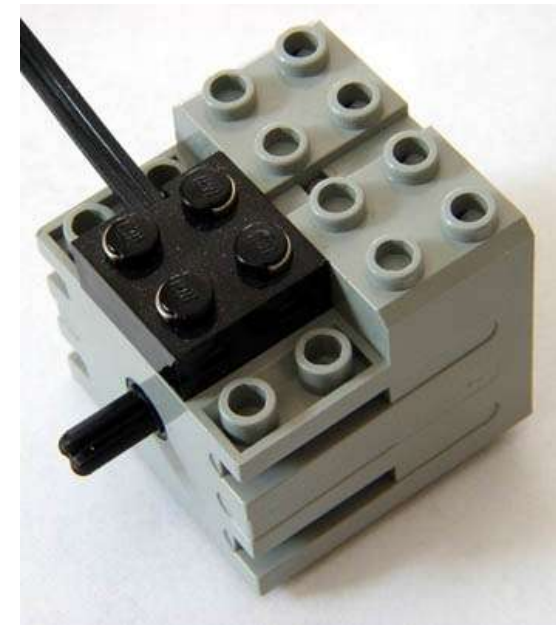
Motor Power

- ▶ **Watts = Volts × Amps**
 - ▶ Amps \propto load \propto accel
 - ▶ Volts = batteries
 - ▶ Nominally constant, but...
 - ▶ **Watts \propto accel**
- ▶ **Soooo...**
 - ▶ Faster 'bots = more watts
 - ▶ Lower watts = slower 'bots
- ▶ **Battery life = watt•hour**
 - ▶ Or amp•hour
 - ▶ More watts \Rightarrow fewer hours
 - ▶ **Note max current limits**
 - ▶ Li-polymer in particular



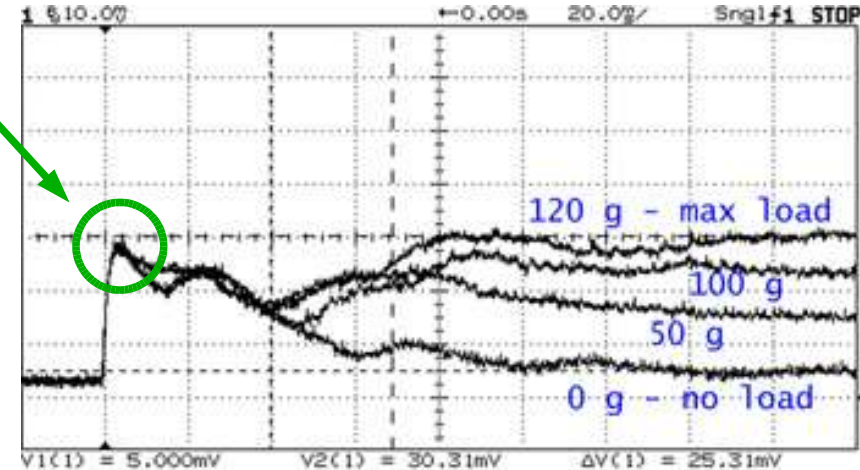
1065 HP = 790 kW, 425 RPM

440 μ HP
330 mW
340 RPM



Microcontroller Crashes

- ▶ **Peak current at start**
 - ▶ Voltage drop = $I \times R$
 - ▶ **Start motor → crash μC**
- ▶ **Brownout → weirdness**
 - ▶ Reduced margins
 - ▶ Low-voltage glitches
 - ▶ **Commutation noise**
- ▶ **Always...**
 - ▶ Separate motor wires
 - ▶ Separate “ground” wires
 - ▶ Relays are good
 - ▶ But lousy speed controls
- ▶ **Measure!**

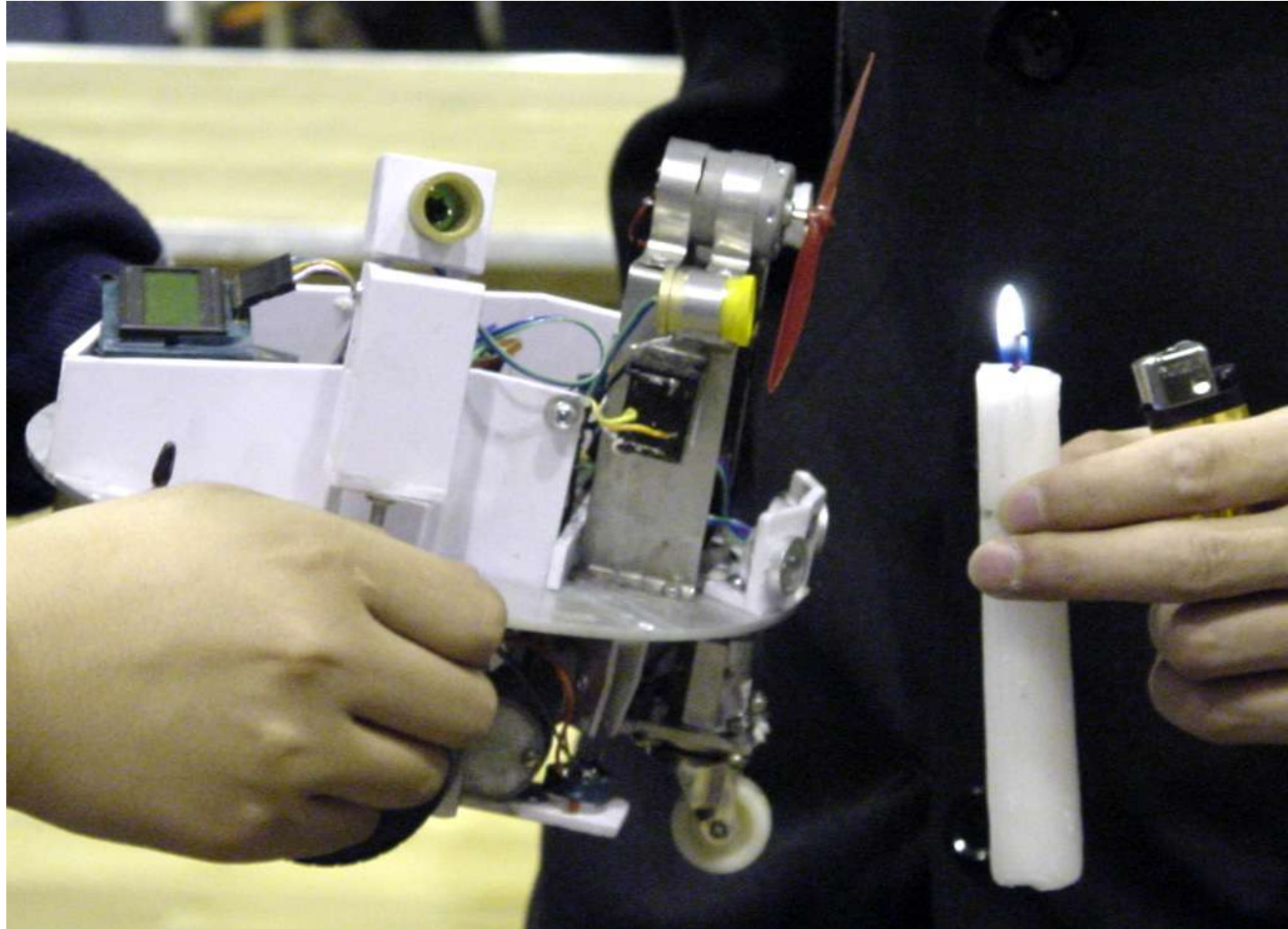


Homework Hints

- ▶ **Words To Live By...**
 - ▶ Think Thrice
 - ▶ Measure Twice
 - ▶ Cut Once
- ▶ **Use the Numbers**
 - ▶ Even with guesses
 - ▶ Math helps you win
- ▶ **Expect & Plan For...**
 - ▶ Electrical noise
 - ▶ Extraneous IR
 - ▶ Dirt & Grit
- ▶ ***Charge the Battery!***
- ▶ **Have fun...**



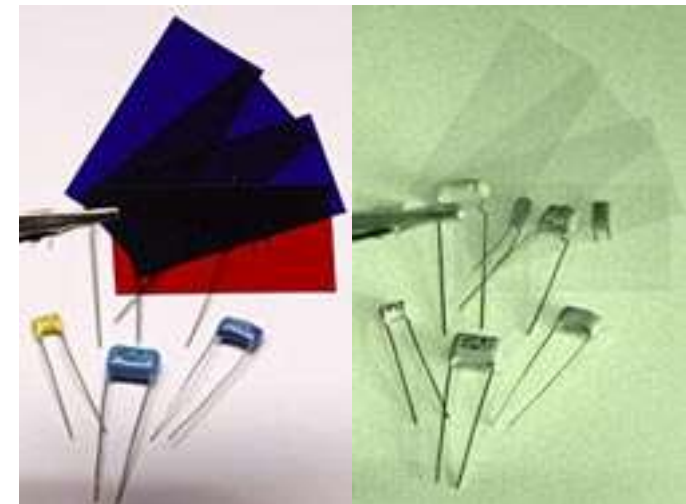
The End



But don't go away...

Freebies

- ▶ **Current probe resistor**
 - ▶ **100 mΩ → 100 mV/A**
 - ▶ **7A continuous current (*hah!*)**
- ▶ **IR Filter material**
 - ▶ **My 2003 seminar has spectra**
 - ▶ **Use 3 blue + 1 red → IR only**
 - ▶ ***Don't look at the sun!***
- ▶ **Slides as PDF → diskette(!)**
 - ▶ **Also on Trinity website**
 - ▶ **OpenOffice on Linux/Win**
- ▶ **Not quite enough for all**
 - ▶ **If you're not going to use it, then don't grab it!**



The End

(really)