

Fall 2023-24

# ANALOG ELECTRONICS IN ROBOTICS

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# What will you learn today?

- Analog Electronics: what is it and why does it matter?
  - High level overview...
  - ...with some practical considerations sprinkled in
- Common Electrical Circuit Elements
  - Conductors/Current
  - Voltage/Voltage source
  - Resistors
  - Capacitors
  - Inductors
- Analog Electronic Circuits
- Analyzing series and parallel networks
- Only DC (and quasi-DC): no frequency analysis!

# Why?



Why?



## Why? Workcell robot/automation integration



# What are analog electronic circuits for?

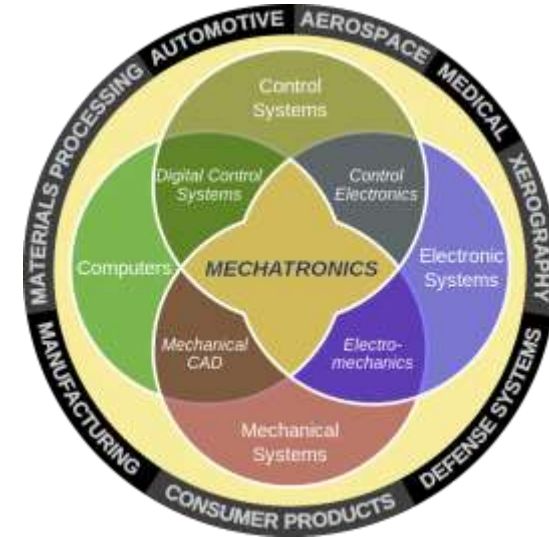
- Two main purposes:
  - Providing power to elements
  - Transmitting signals
    - Sensor signals
    - [Motor] Commands
- In general, they may have other applications
  - Signal processing! (amplification, filtering...)
  - We are not looking at that today

# Providing power: Electricity creates motion

- Batteries (DC) or a tether (AC or DC) will power your robot.
  - How do we get the necessary power to our computers, sensors, and motors?
  - How much total power do we need?
  - How do our computers interact with our sensors and motors?
  - How do I not fry the expensive components on my robot?
  - How do I not injure or kill me while building my robot?
  - How do I make sure my robot doesn't kill or injure others?
- These questions must be answered every time we use sensor data for a computer to determine where to send power to make something move.

# Transmitting signals: Supporting Mechatronics

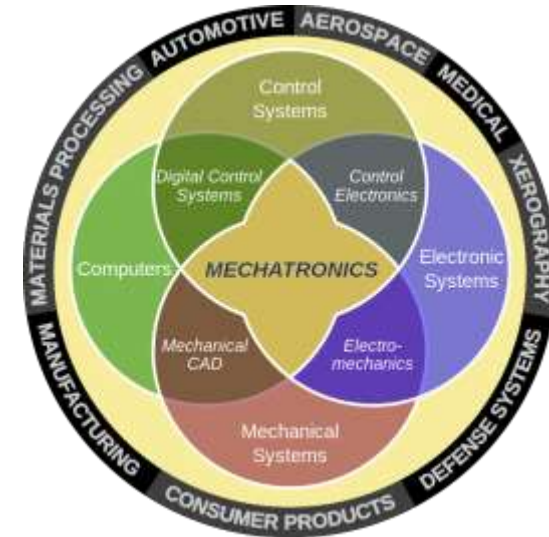
- Defined
  - The Integration of Computers, Electronics, and Mechanical Systems
- Where?
  - Robotics, Automation, Actuators (motors/gears/sensors), Automobiles, etc.
  - Anywhere motion is controlled by **electronics (the topic of today)**
- Why do we study mechatronics?
  - All the questions above must be answered before a system is deployed.
  - The disciplines are so tightly coupled in the modern world that **ALL roboticists need a working knowledge of the design space where disciplines intersect**





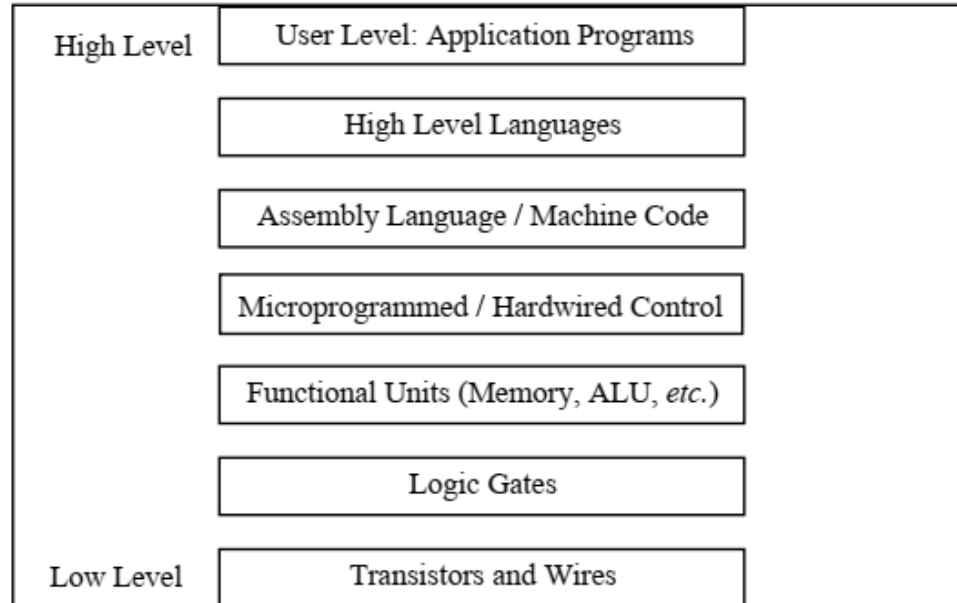
# Common Topics in Mechatronics Courses

- **Electronic Circuits & Components**
- Semiconductor Electronics
- **System Response**
- Analog Signal Processing using OpAmps
- **Digital Signals & Logic**
- Microcontroller Programming & Interfacing
- Data Acquisition
- Sensors
- **Actuators (motors/gears)**
- **Component control methods (Bang-bang, PID, etc.)**
- **System control architectures (state machines)**



# Levels of Machines

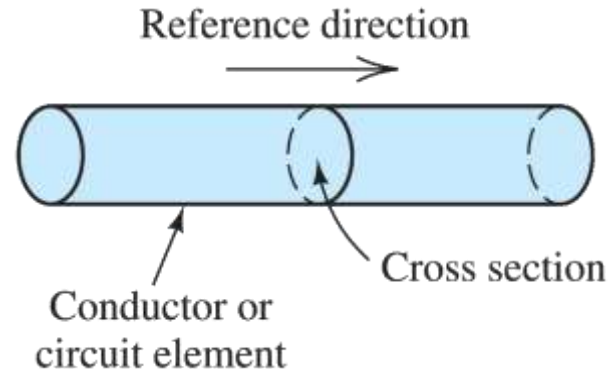
- We are going to be looking now at the (almost) lowest level
- The exact number of levels is debatable



## What is electricity?

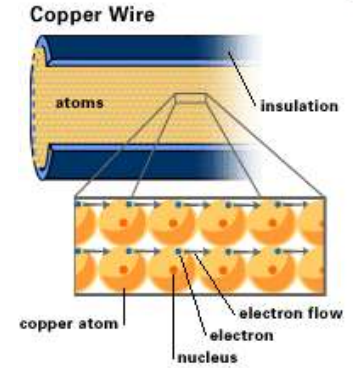
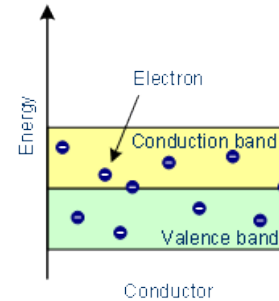
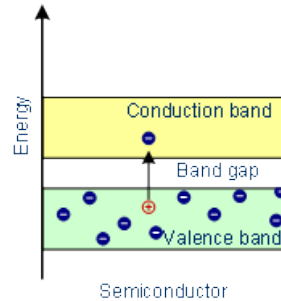
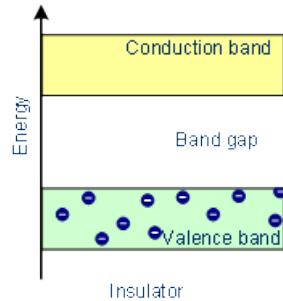
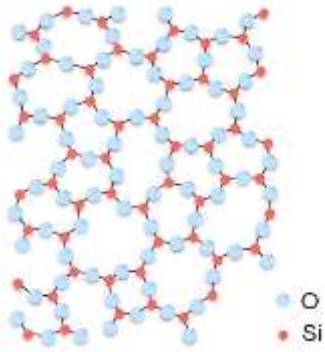
- A collection of phenomena that results from the **flow** of electric charge.
- The **charge** of one electron:  $1.602 \times 10^{-19}$  Coulombs
- **Current:** amount of charge,  $q$ , passing through a **conductor** each second (s)
  - *1 Ampere (A) (or Amp) = 1 Coulomb/Second*

$$i(t) \equiv \frac{dq(t)}{dt} \approx \frac{\Delta q}{\Delta t}$$



# How well does electricity flow?

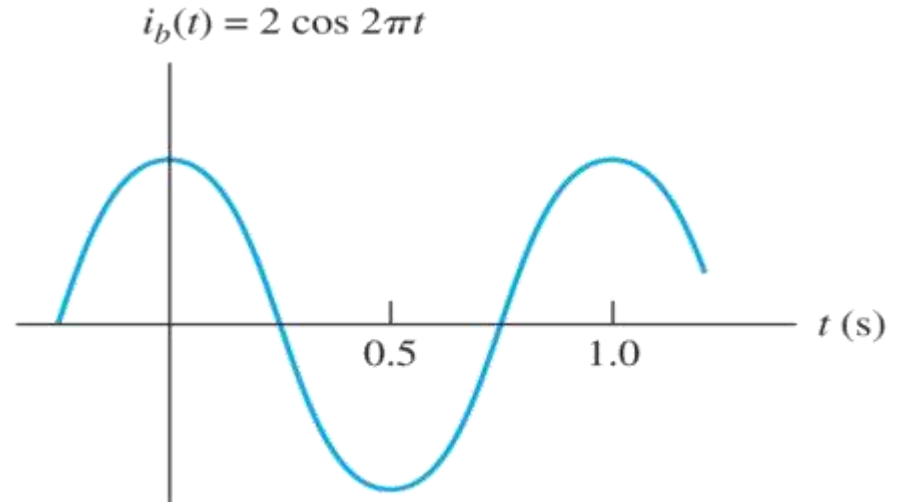
- It depends...



- **Conductors:** charge flows easily
  - Electrons jump easily from the outer layers of one atom to the next
  - Copper, Gold, Aluminum, Silver, etc.
- **Insulators:** do not conduct
  - very hard for electrons in the outer layer to leave atom (high attractive forces)
  - Porcelain, Plastic, Rubber, Glass, etc.
- **Semiconductors:** materials with conductivity between conductors and insulators
  - Silicon, Phosphorous, Arsenic, Germanium, etc.

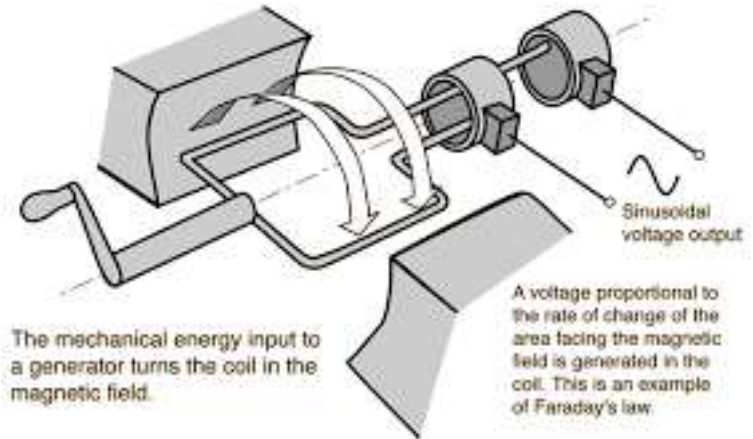
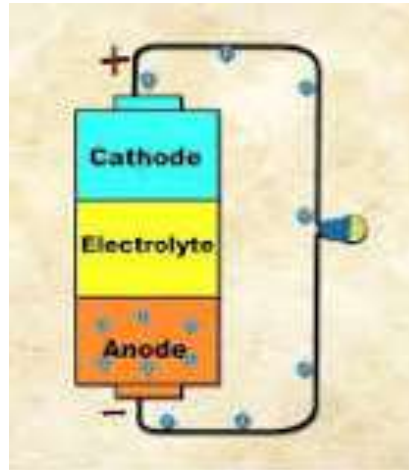
# Two common types of current

- Direct Current (DC)
  - Constant flow
- Alternating Current (AC)
  - Regularly varies with time



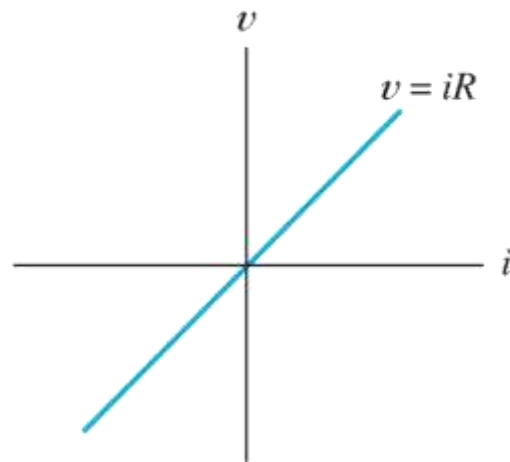
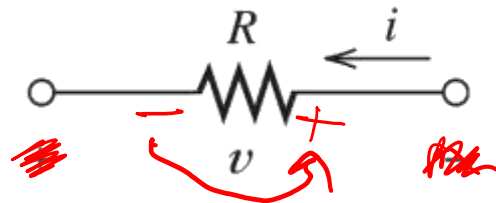
# What makes electricity flow?

- **Voltage** (aka electric pressure): difference in electric potential between two points.
  - Can be the difference between the cathode and anode in a battery, or
  - It can leverage the principles of electromagnetism, etc.
  - Measured in energy/unit charge, joules/coulomb = Volt



## What slows down that current?

- **Resistance:** The opposition of current by the medium the current is pushed through.
- Measured in Ohm's ( $\Omega$ )
- **Energy is lost as heat.**
- Resistance depends on
  - Type of material
  - Length of material
  - Cross-sectional area of material
  - Temperature
  - Quality of material
  - Etc.
- Voltage & Current related by resistance
  - Ohm's Law ( $V = iR$ )



(b) Ohm's law

# Materials and Resistance

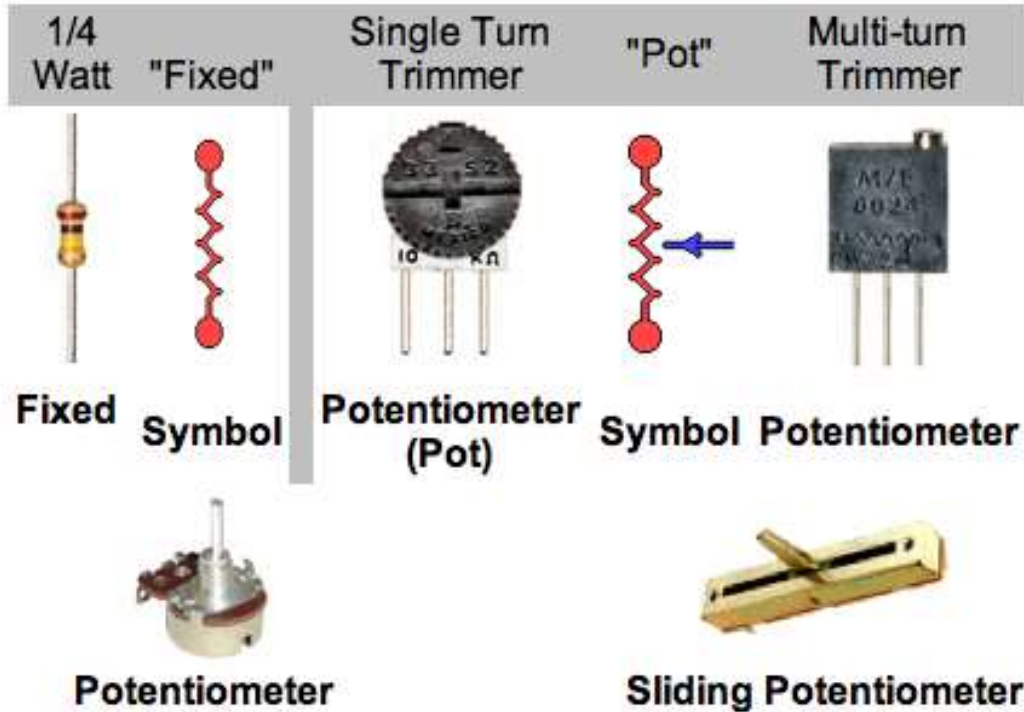
- Resistance depends on
  - Material's innate **resistivity**  $\rho$
  - Length of material
  - Cross-section of material
  - Temperature (significance varies)
  - Quality of material (purity)
  - Quality of connections

$$R = \frac{\rho l}{A}$$

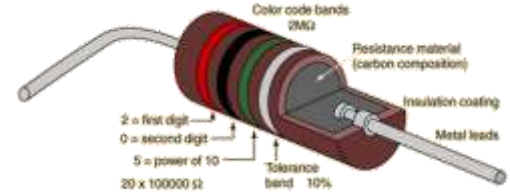
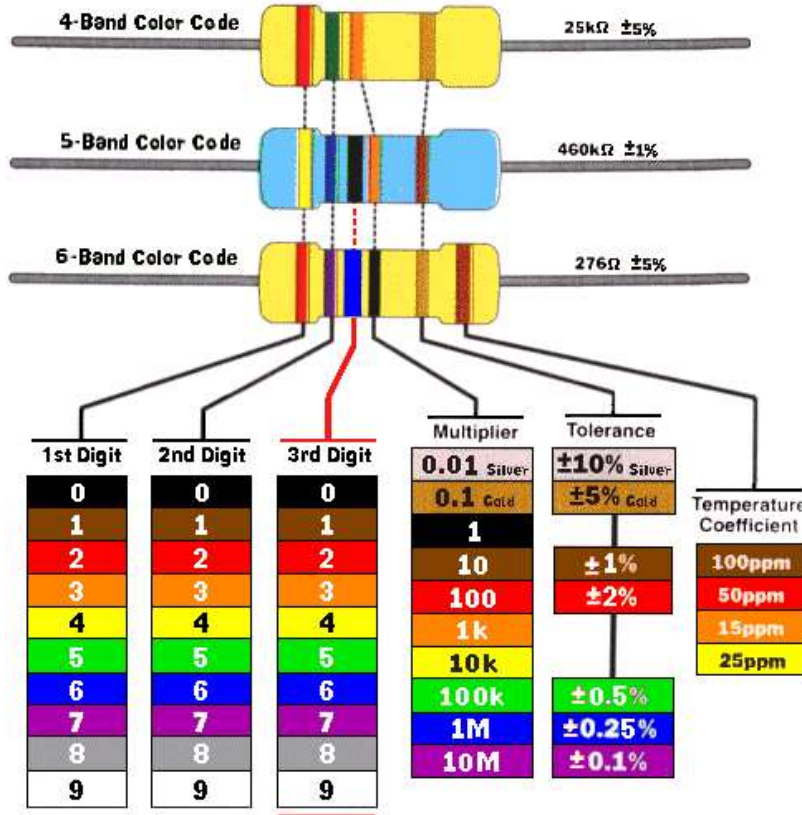
Material	Resistivity ( $\Omega\text{m}$ )
Silver <sup>[1]</sup>	$1.59 \times 10^{-8}$
Copper <sup>[1]</sup>	$1.7 \times 10^{-8}$
Gold <sup>[1]</sup>	$2.44 \times 10^{-8}$
Aluminium <sup>[1]</sup>	$2.82 \times 10^{-8}$
Tungsten <sup>[1]</sup>	$5.6 \times 10^{-8}$
Brass <sup>[2]</sup>	$0.8 \times 10^{-7}$
Iron <sup>[1]</sup>	$1.0 \times 10^{-7}$
Platinum <sup>[1]</sup>	$1.1 \times 10^{-7}$
Lead <sup>[1]</sup>	$2.2 \times 10^{-7}$
Manganin <sup>[3]</sup>	$48.2 \times 10^{-8}$
Constantan <sup>[3]</sup>	$4.9 \times 10^{-7}$
Mercury <sup>[3]</sup>	$9.8 \times 10^{-7}$
Nichrome <sup>[1][4]</sup>	$1.50 \times 10^{-6}$
Carbon <sup>[1][5]</sup>	$3.5 \times 10^{-5}$
Germanium <sup>[1][6]</sup>	$4.6 \times 10^{-1}$
Silicon <sup>[1][6]</sup>	$6.40 \times 10^2$
Glass <sup>[1]</sup>	$10^{10}$ to $10^{14}$
Hard rubber <sup>[1]</sup>	approx. $10^{13}$
Sulfur <sup>[1]</sup>	$10^{15}$
Paraffin	$10^{17}$
Quartz (fused) <sup>[1]</sup>	$7.5 \times 10^{17}$
PET	$10^{20}$
Teflon	$10^{22}$ to $10^{24}$



# Types of Resistors



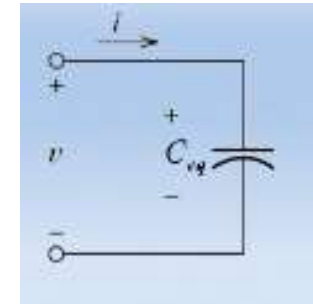
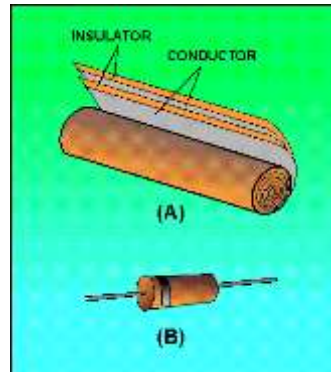
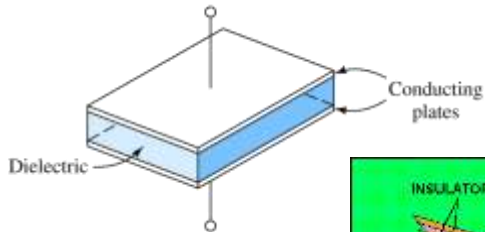
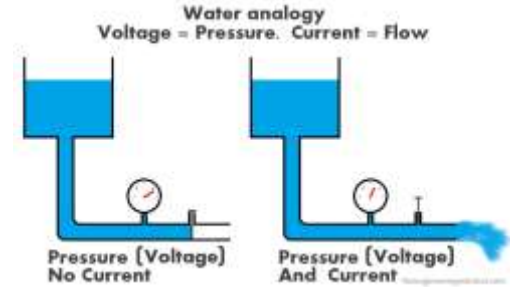
# Standard colored coding for fix resistors



*Need more examples?  
Google has this one covered.*

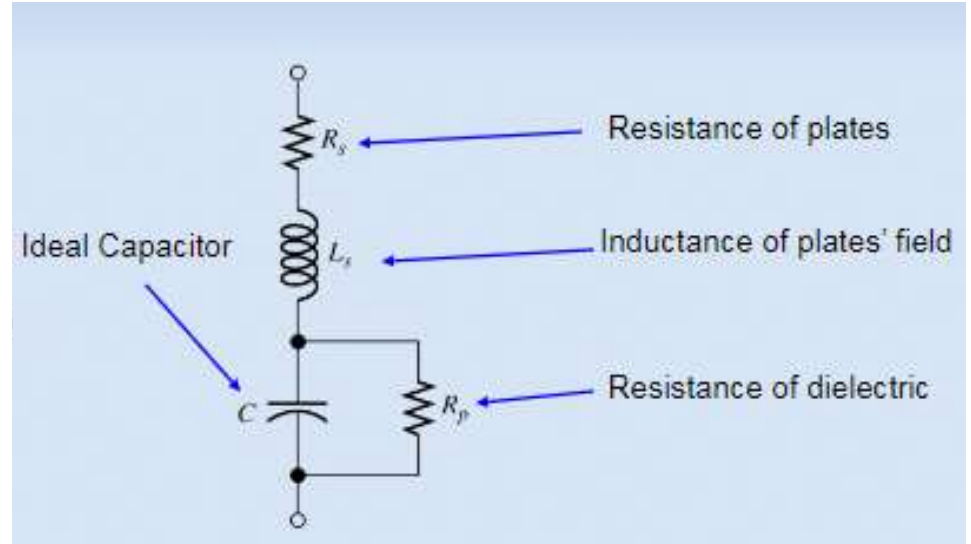
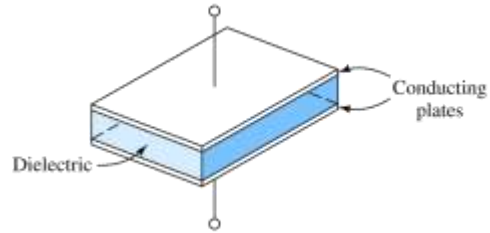
# Capacitors

- Provide passive energy storage
  - Often store energy and later return it to the system
  - E.g. Provide burst of energy for flash in camera
  - **Often the biggest hazard in an electronic circuit**
  - Measured in **Farads** = Coulombs/Volt
  - In a DC circuit (or after some transient) → Open circuit! ( $i=0$ )



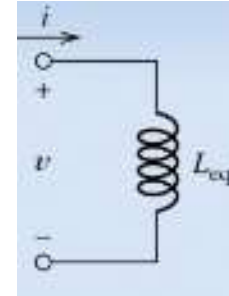
$$i = C \frac{dv}{dt}$$

# REAL Capacitors

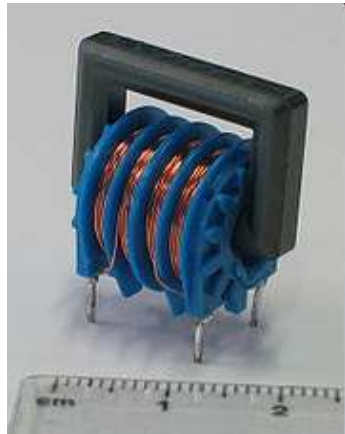


# Inductors

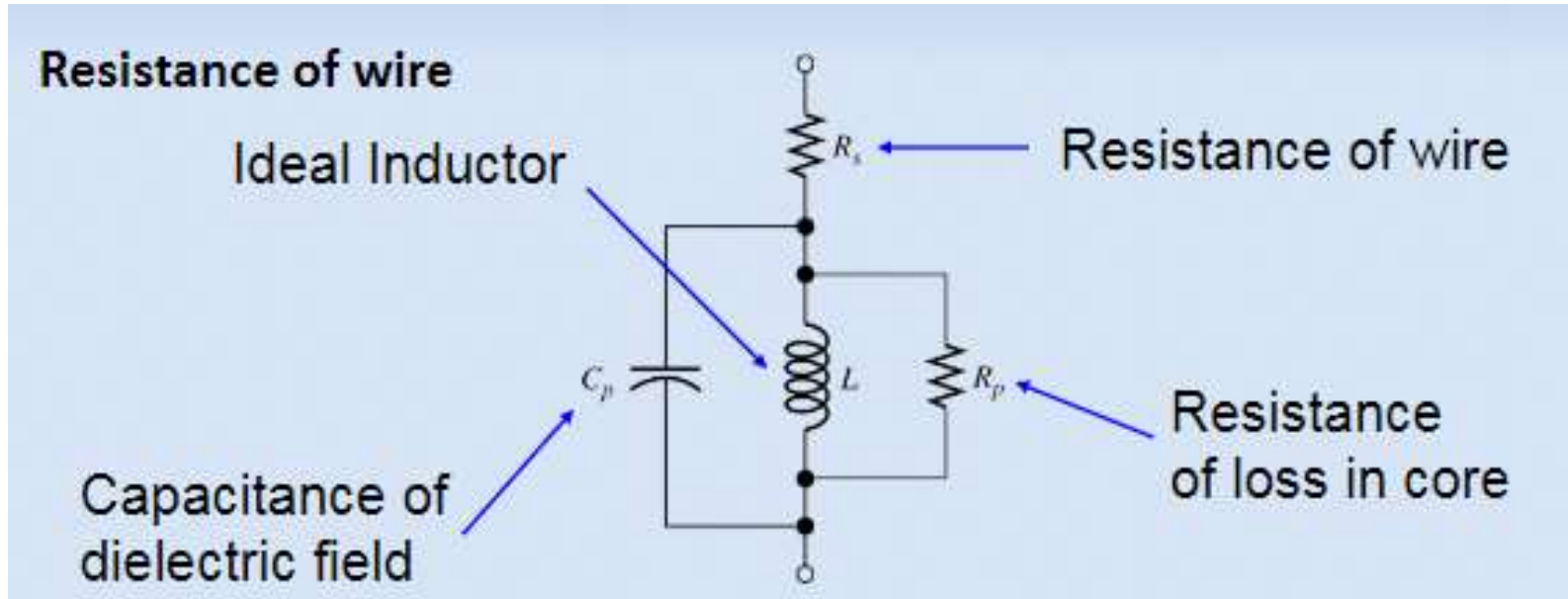
- Passive energy storage in the form of magnetic energy when electricity is applied to it.
- Commonly found in transformers or motors.
- Henries (H) = Volt seconds / Ampere
- In a DC circuit (or after a transient) → short circuit! (V=0)



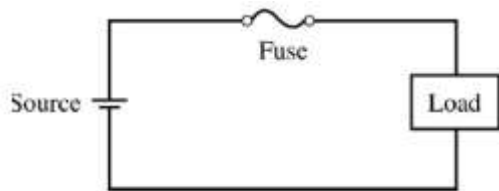
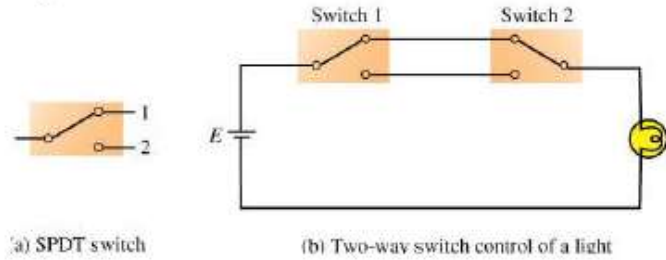
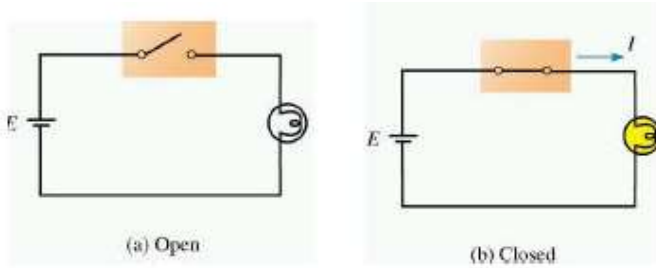
$$v_L(t) = L \frac{di}{dt}$$



# REAL Inductors

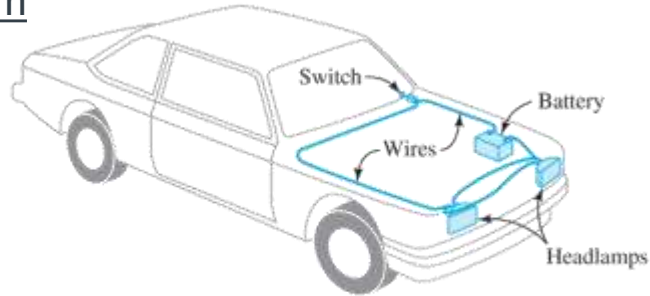


# Switches and Fuses



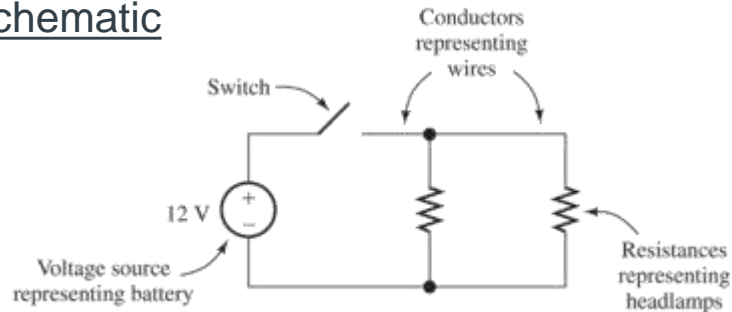
# The Basic Electric Analog Circuit

## System



(a) Physical configuration

## Schematic



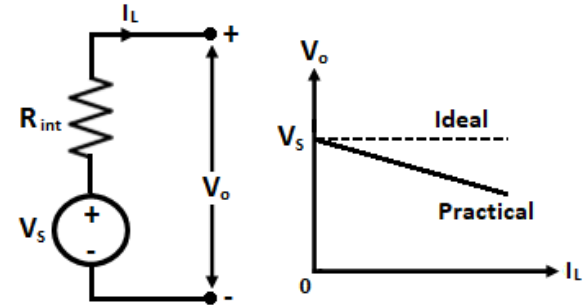
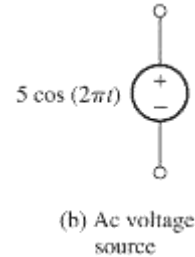
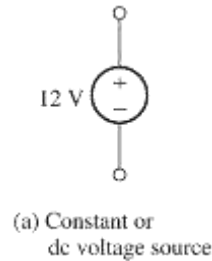
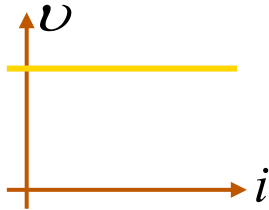
(b) Circuit diagram

- A simple circuit contains...
  - A **Source** of energy
    - Battery
  - Interconnecting **conductors**
    - Insulated copper wire
  - A **Switch**
    - Er..... the switch
  - A **load** or loads
    - Headlamps



# A note on sources

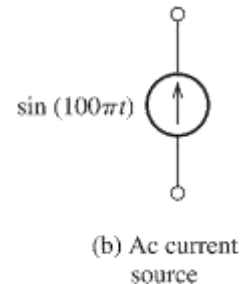
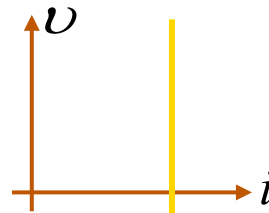
- Maintains (rather attempts to maintain) specified voltage or current
- Ideally independent of other power variable
- Voltage Source



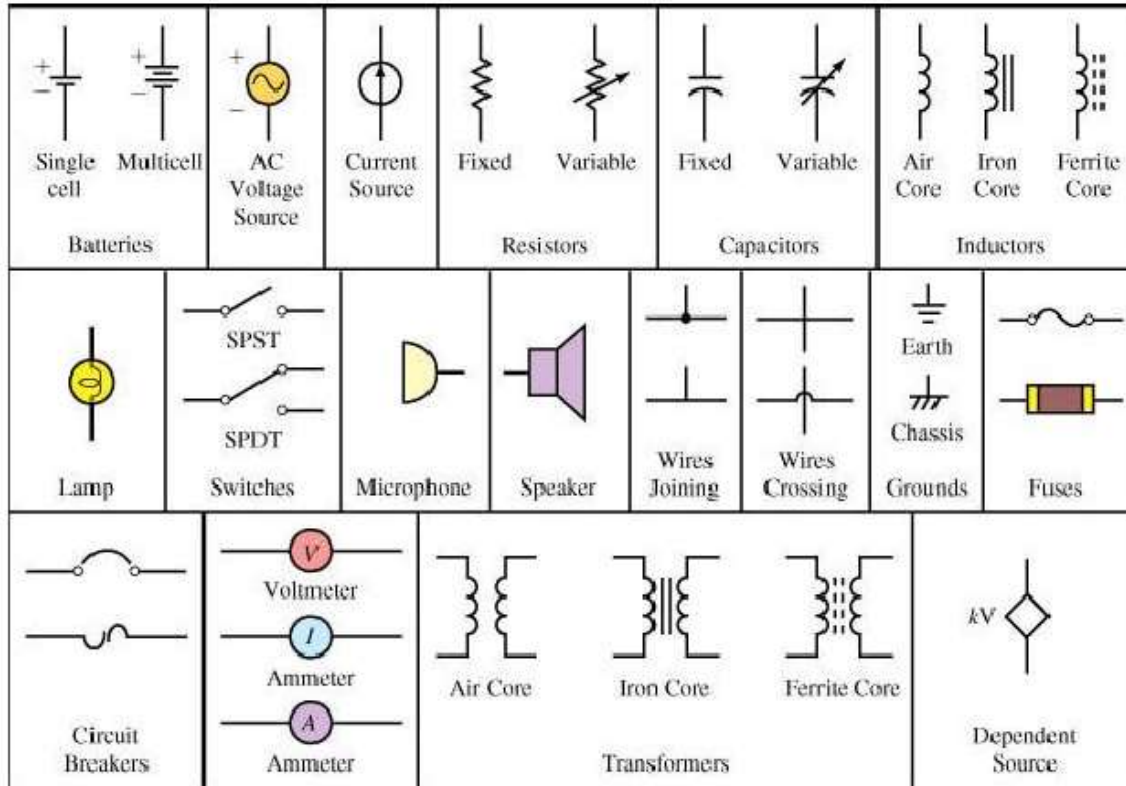
**Practical Voltage Source and Its Graph**

In well loaded circuits like robots, one must account for the internal resistance of the battery.

- Current Source



# Common basic electric circuit components

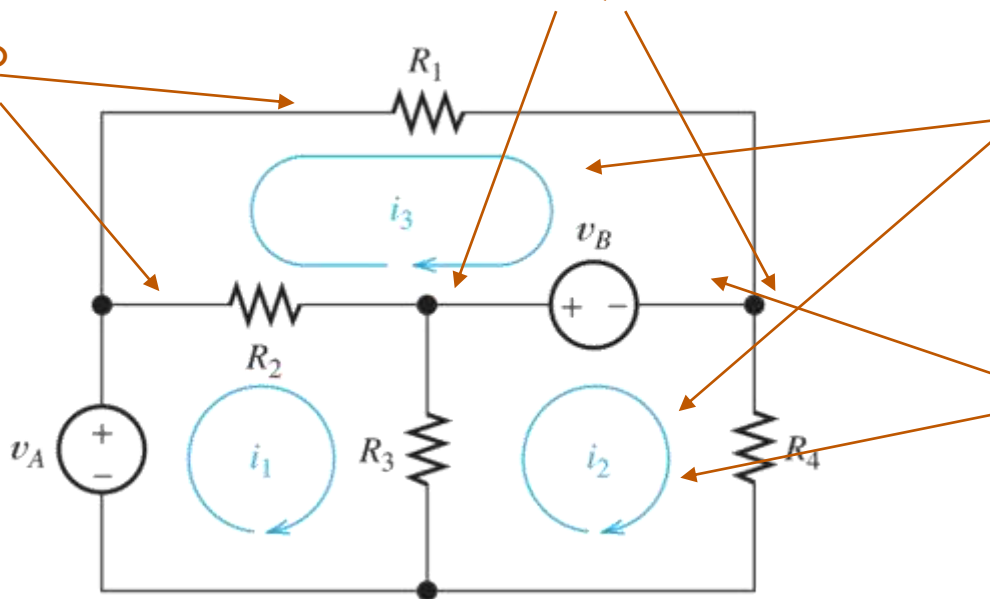


# Analyzing circuits: nomenclature\*

**Branches** (Connects two Nodes)

**Nodes** (Any point w/ at least two Branches)

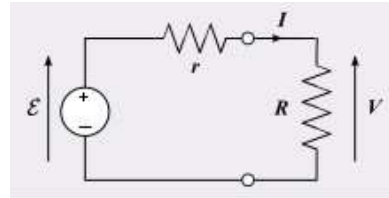
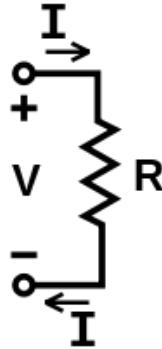
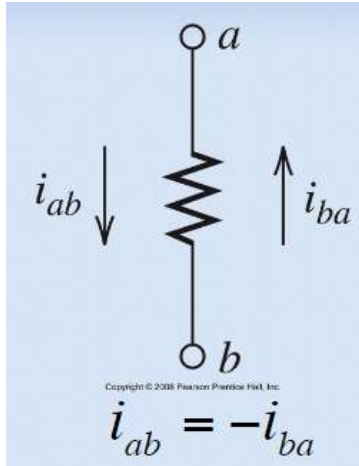
**Meshes** (Smallest Loop)



**Loops** (any closed path through a circuit where the same node is not traversed twice)

\*every book, tutorial manual may use its own nomenclature don't assume anything is universal.

# On Signs of Current and Voltage

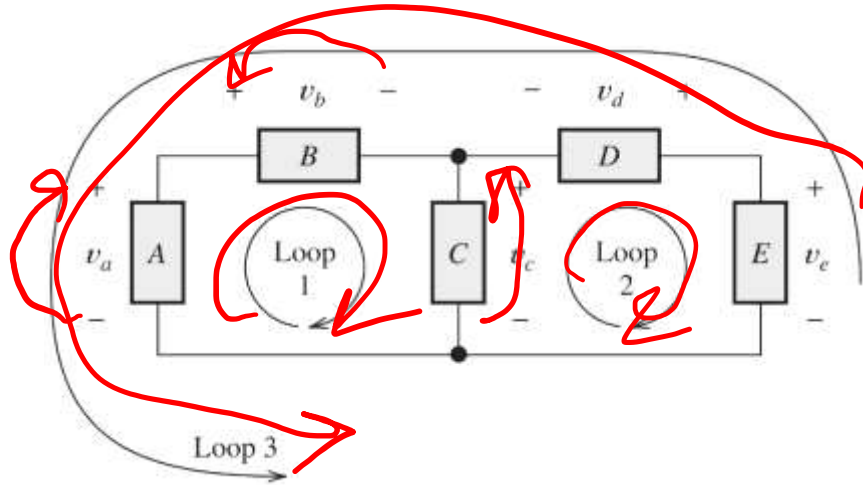


Double subscript notation

- Signs and directions do not matter so much:
  - $i = -1 \text{ A}$
- But
  - positive current gets “out” of the positive sign of a voltage source
  - if a current “enters” a passive element, the **positive voltage** will be at the entering side

# Kirchhoff's Voltage Law

- The sum of the voltages around any closed path (loop/mesh) must equal zero



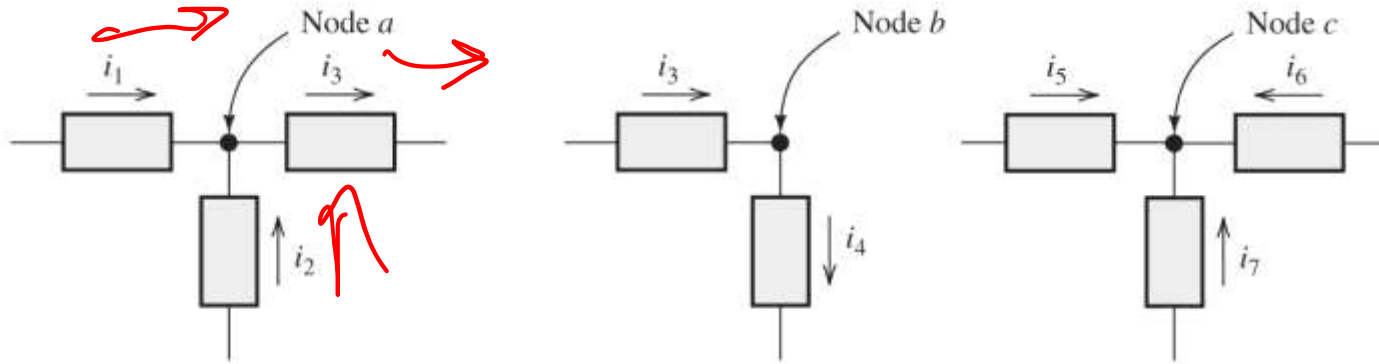
$$\text{Loop 1: } -V_a + V_b + V_c = 0$$

$$\text{Loop 2: } -V_c - V_d + V_e = 0$$

$$\text{Loop 3: } -V_e + V_d - V_b + V_a = 0$$

# Kirchhoff's Current Law

- The sum of the currents entering a node is zero.



$$\text{Node a : } i_1 + i_2 - i_3 = 0$$

$$\text{Node b : } i_3 - i_4 = 0$$

$$\text{Node c : } i_5 + i_6 + i_7 = 0$$

# Questions?



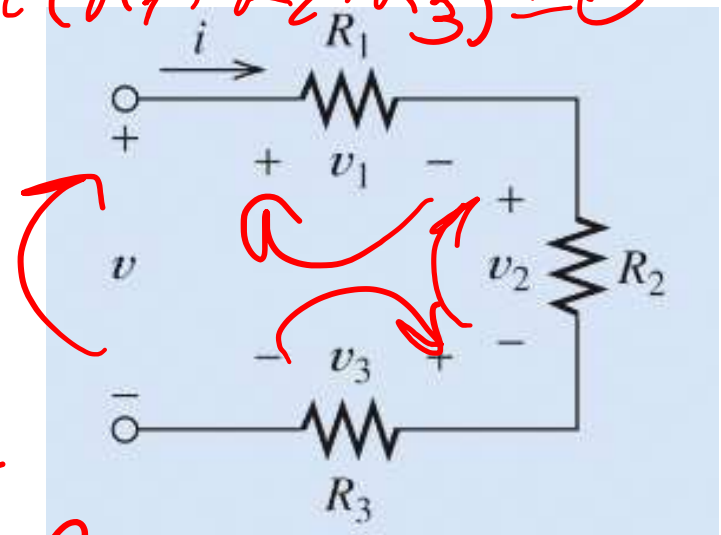
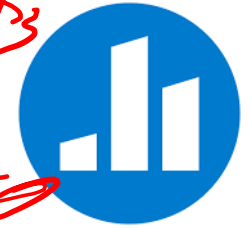
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## Resistors in Series

- Given the three resistors in the circuit
- What is the equivalent resistor for the entire circuit?
- Tip: apply the laws we have seen before until you get to an equation of the form  $v = i \cdot R_{eq}$ , where  $R_{eq}$  is a function of the given R's
- Answer:
  - $R_{eq} = R_1 \cdot R_2 \cdot R_3$
  - $R_{eq} = 1/R_1 \cdot R_2 \cdot R_3$
  - $R_{eq} = 1/(1/R_1 + 1/R_2 + 1/R_3)$
  - $R_{eq} = R_1 + R_2 + R_3$

$v = i \cdot R_{eq}$   
 $R_1 + R_2 + R_3$

$i \cdot R_1, i \cdot R_2, i \cdot R_3$   
 $v = v_1 + v_2 + v_3$   
 $v = i(R_1 + R_2 + R_3) = v$

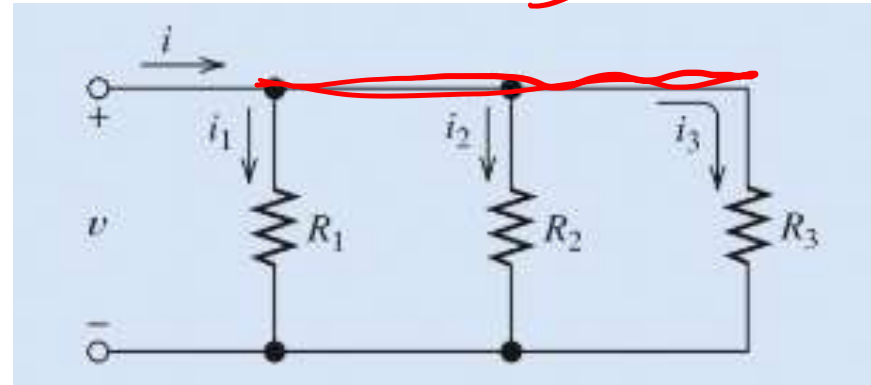
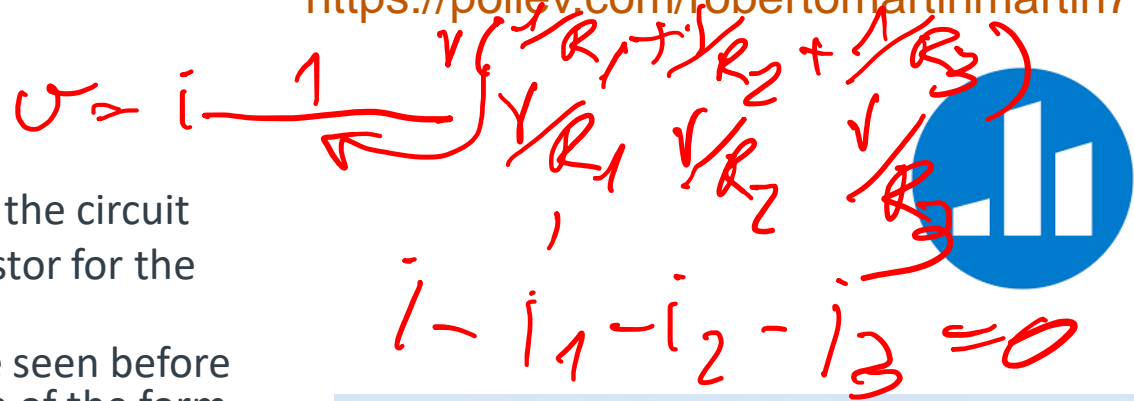




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## Resistors in Parallel

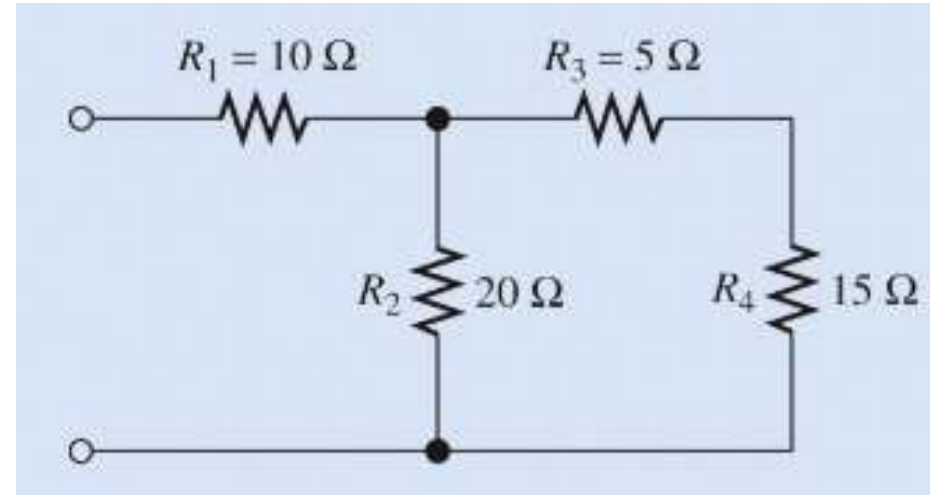
- Given the three resistors in the circuit
- What is the equivalent resistor for the entire circuit?
- Tip: apply the laws we have seen before until you get to an equation of the form  $v = i \cdot R_{eq}$ , where  $R_{eq}$  is a function of the given R's
- Answer:
  - $R_{eq} = R_1 \cdot R_2 \cdot R_3$
  - $R_{eq} = 1/R_1 \cdot R_2 \cdot R_3$
  - $R_{eq} = 1/(1/R_1 + 1/R_2 + 1/R_3)$
  - $R_{eq} = R_1 + R_2 + R_3$



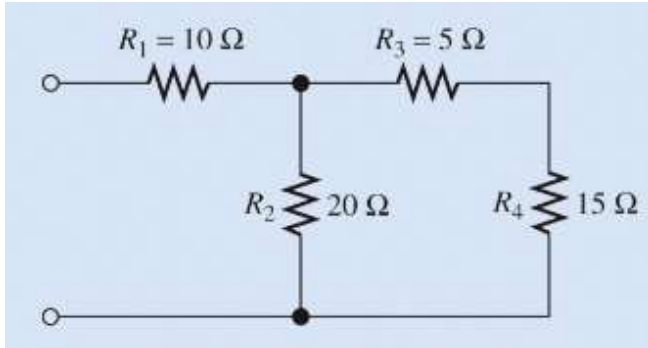
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## Exercise: Resistor Network

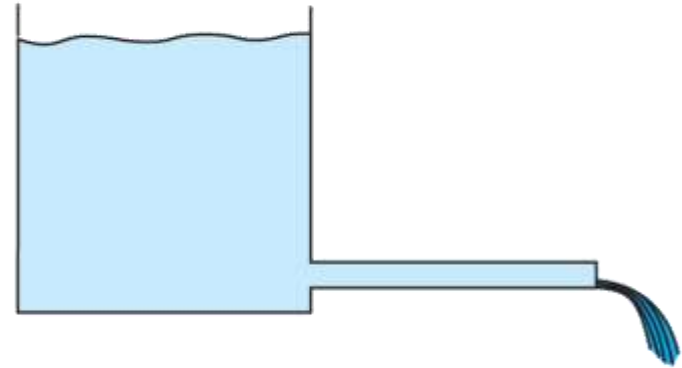
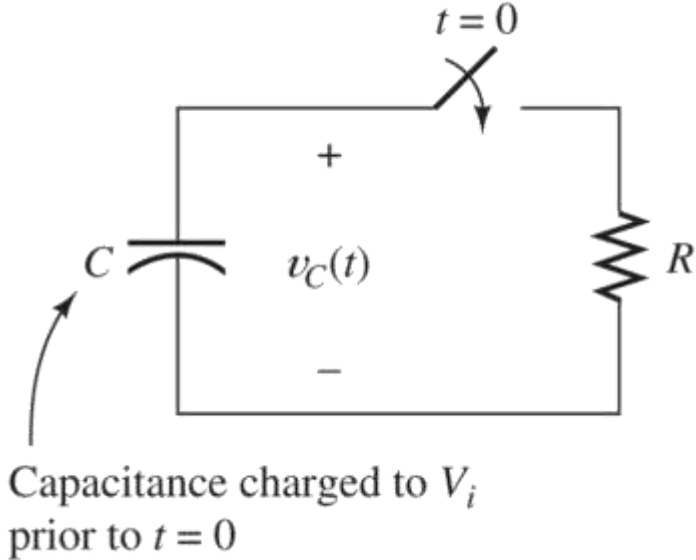
- Given the resistor network below, find the total resistance of the network
- Two alternatives:
  - simplify resistors with the parallel/series equivalents we just saw
  - compute the relationship between voltage and current at the entrance with the laws we learned
- Answer:
  - 20 Ohm
  - 10 Ohm
  - 30 Ohm
  - 35 Ohm



## Exercise: Resistor Network



# RC Circuit: Capacitor Discharge

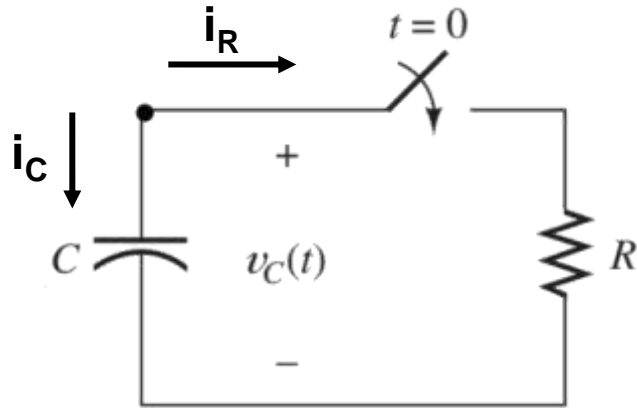


$$i_c(t) \equiv C \frac{dV_c(t)}{dt}$$

- Unlike simple resistor circuits, the 1<sup>st</sup> order relationship means the current will change over time

## RC Circuit: Capacity Discharge

- KCL at top node



$$i_C + i_R = 0$$

$$C \frac{dV_c(t)}{dt} + \frac{V_c(t)}{R} = 0$$

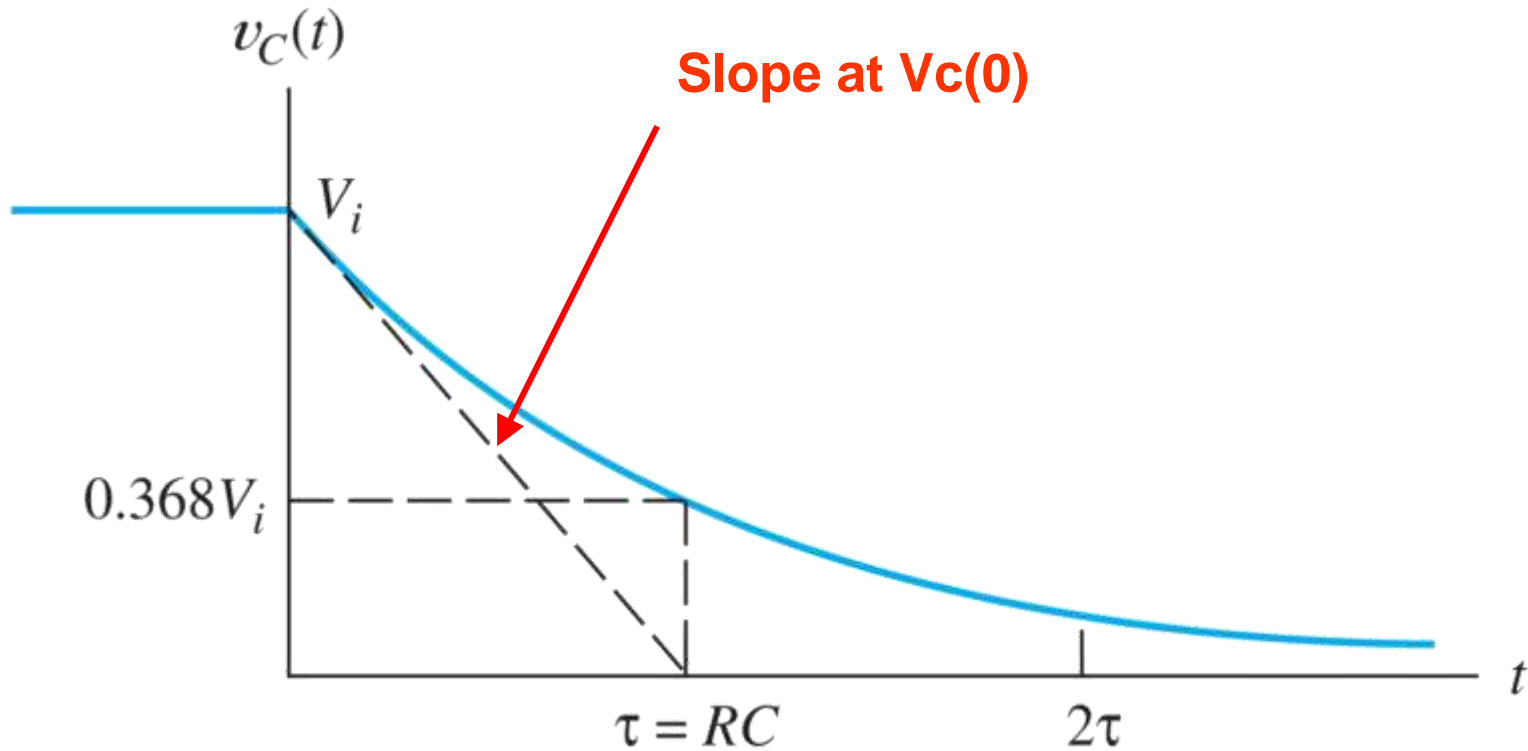
$$RC \frac{dV_c(t)}{dt} + V_c(t) = 0$$

- Solve the 1<sup>st</sup> order differential equation with the initial condition  $V(0)=V_i$

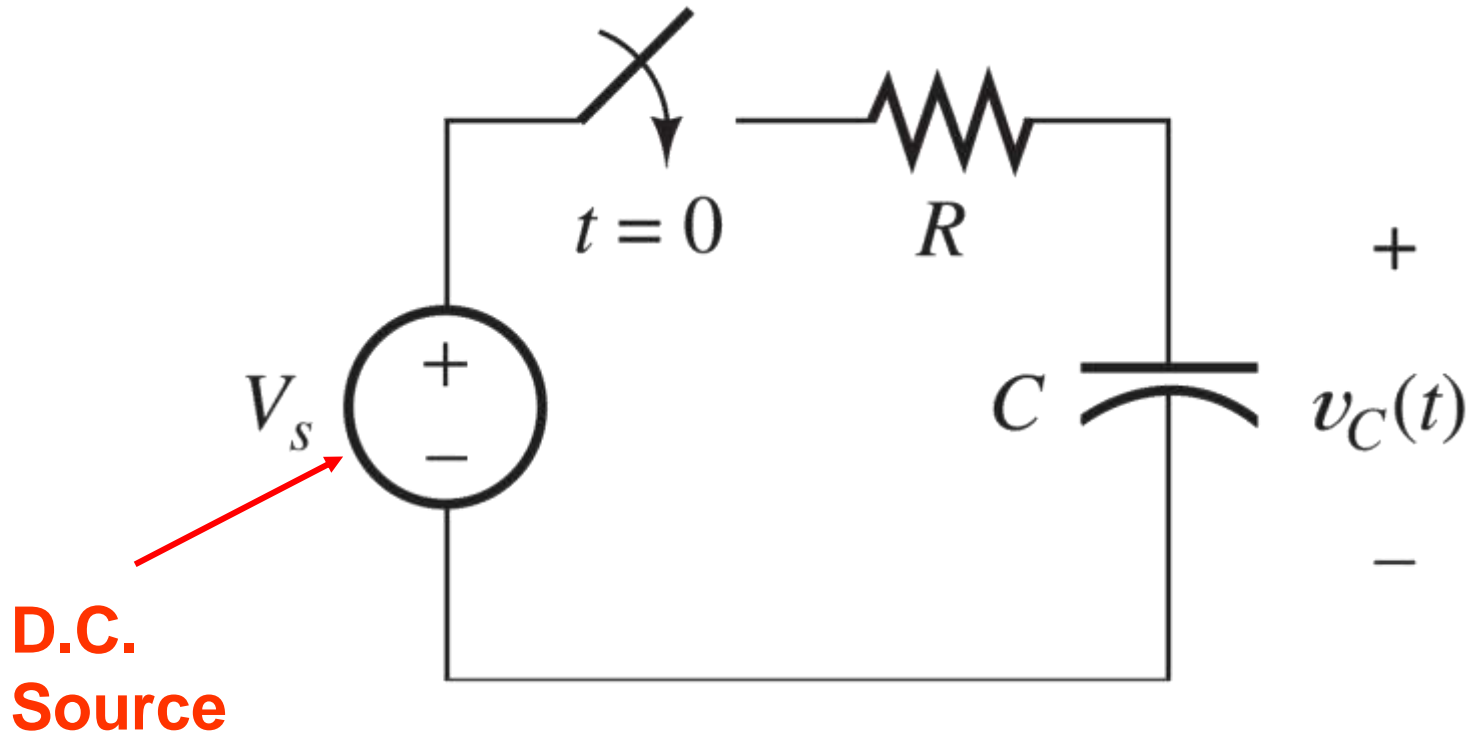
$$V_c(t) = V_i \cdot e^{\frac{-t}{RC}}$$

$$RC = \tau = \text{time constant}$$

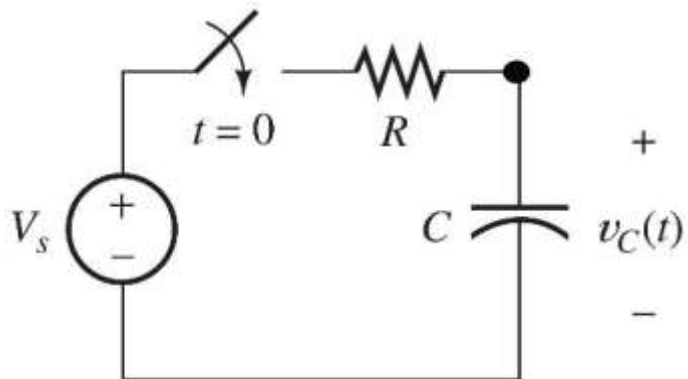
# RC Circuit: Capacitor Discharge



# RC Circuit: Charging a Capacitor



## RC Circuit: Charging a Capacitor



- Assume a solution of the form...

$$v_c(t) = K_1 + K_2 e^{st}$$

$$s = \frac{-1}{RC}, \quad K_1 = V_s, \quad K_2 = -V_s$$

- KCL at top right node

$$C \frac{dv_c(t)}{dt} + \frac{v_c(t) - V_s}{R} = 0$$

$$RC \frac{dv_c(t)}{dt} + v_c(t) = V_s$$

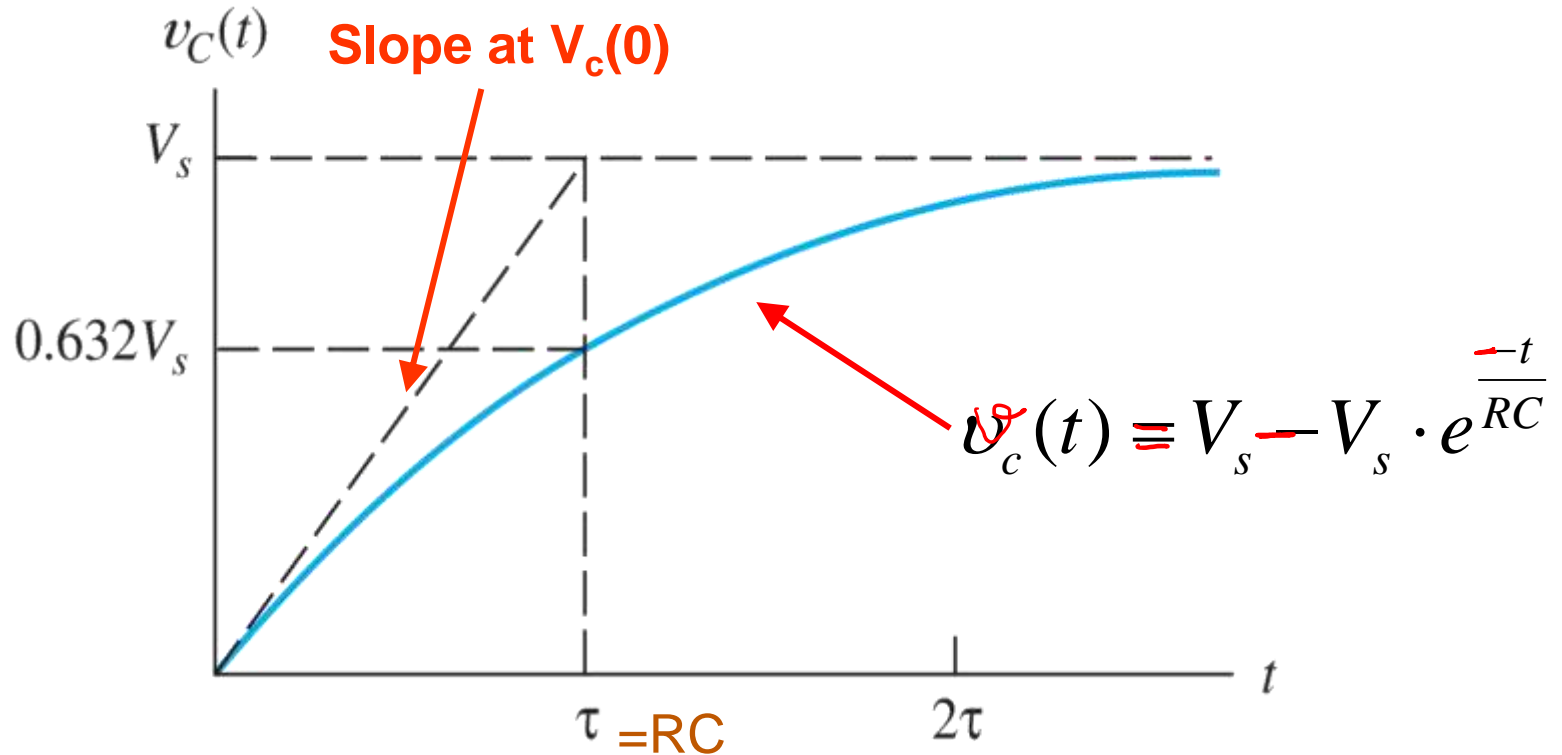
$$v_c(t) = V_s - V_s \cdot e^{\frac{-t}{RC}}$$

Steady-State  
Response

Transient  
Response



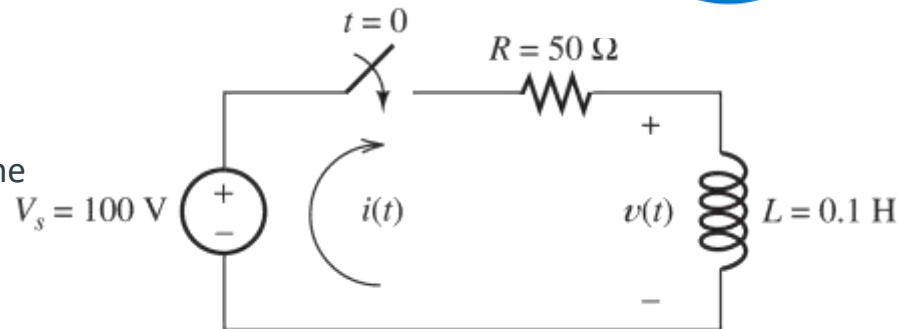
# RC Circuit: Charging a capacitor



<https://pollev.com/robertomartinmartin739>

## Exercise: RL Circuit

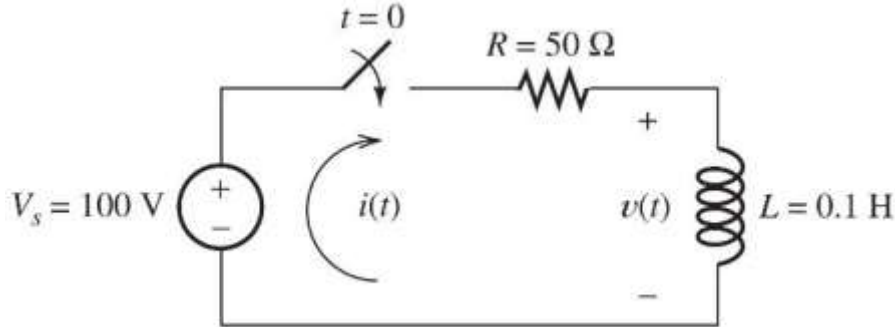
- Given the circuit of the diagram, what are:
  - The time constant
    - 2 s
    - 1 ms
    - 0.1 ms
    - 2 ms
  - The solution for the current as a function of time
    - $i(t) = \frac{V_s}{R} - \frac{V_s}{R} e^{-\frac{tR}{L}}$
    - $i(t) = V_s - V_s e^{-\frac{tR}{L}}$
    - $i(t) = V_s - V_s e^{-\frac{t}{RL}}$
    - $i(t) = R(V_s + V_s e^{-\frac{tR}{L}})$
- Tip: use the KVL



Reminder:

$$v_L(t) = L \frac{di}{dt}$$

## Exercise: RL Circuit



$$V_s = 100 \text{ V}$$

$$R = 50 \Omega$$

$$L = 0.1 \text{ H}$$

$$\tau = \frac{L}{R} = \text{time constant}$$

$$\tau = 2 \text{ msec.}$$

### KVL around loop:

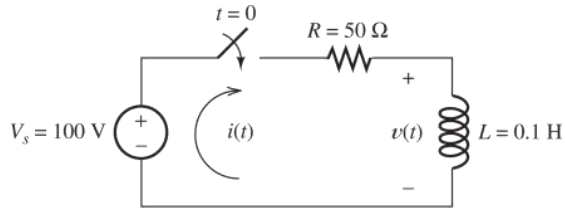
$$R \cdot i(t) + L \frac{di(t)}{dt} = V_s$$

$$\frac{L}{R} \frac{di(t)}{dt} + i(t) = \frac{V_s}{R}$$

### Solution (recall general form):

$$i(t) = \frac{V_s}{R} - \frac{V_s}{R} \cdot e^{-\frac{tR}{L}}$$

## RL Circuit Example



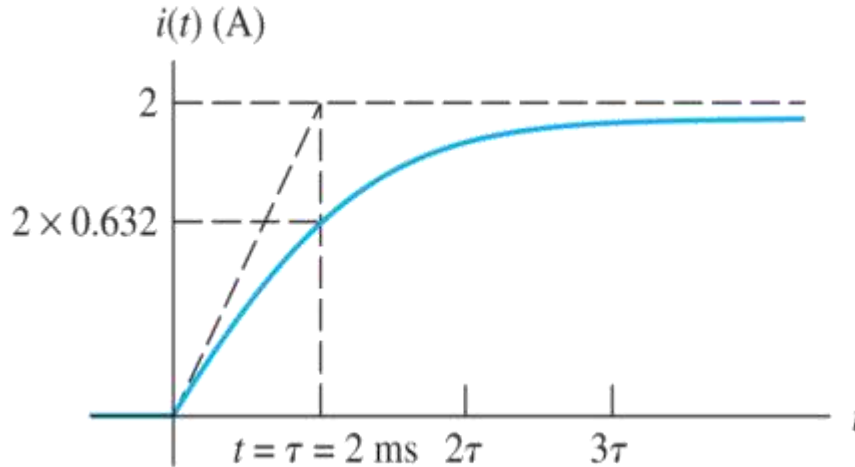
$$V_s = 100 \text{ V}$$

$$R = 50 \Omega$$

$$L = 0.1 \text{ H}$$

$$\tau = \frac{L}{R} = \text{time constant}$$

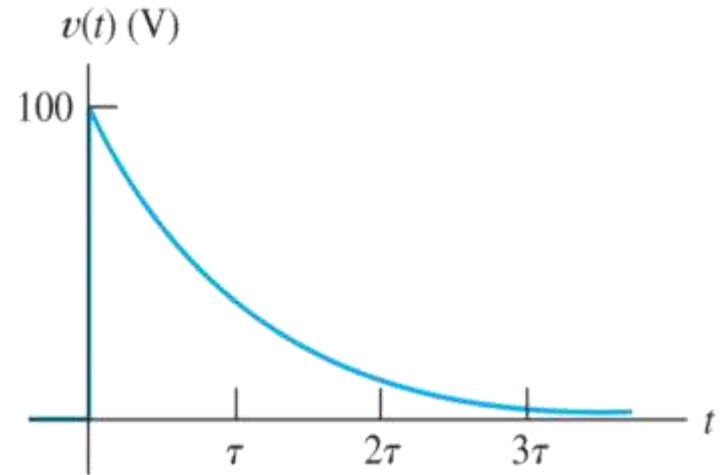
$$\tau = 2 \text{ msec.}$$



**Current through L**

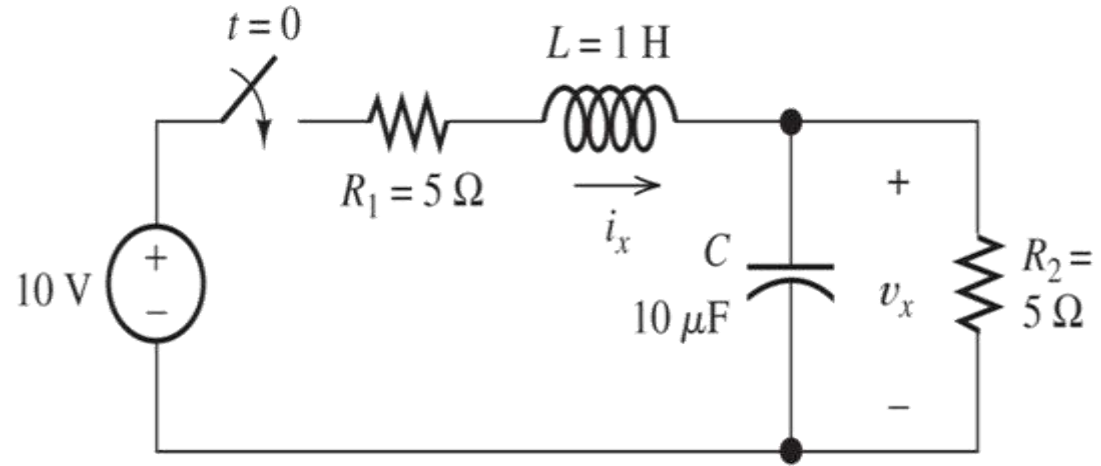
$$i(t) = \frac{V_s}{R} - \frac{V_s}{R} \cdot e^{-\frac{tR}{L}}$$

$$v(t) = L \frac{di(t)}{dt} = 100 e^{-\frac{t}{\tau}}$$



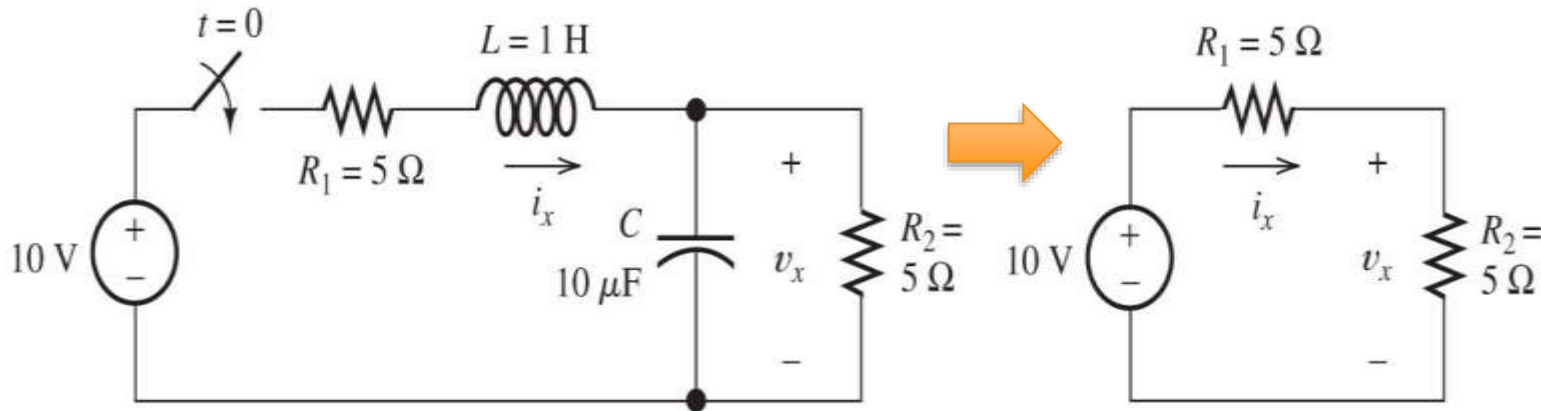
**Voltage across L**

## Example RLC Circuit



- RLC circuits form the basis for modeling circuits with motors
- RLC circuits will produce 2<sup>nd</sup> order differential equations
  - Can be solved by assuming a solution, but no time for that here
- BUT at **Steady State** ( $t \gg \tau$ ) with DC sources, capacitors become open circuits and inductors become short circuits
  - It is easy to calculate the steady state solution if we are not worried about the transient solution.

## RLC Circuit: Steady State Example



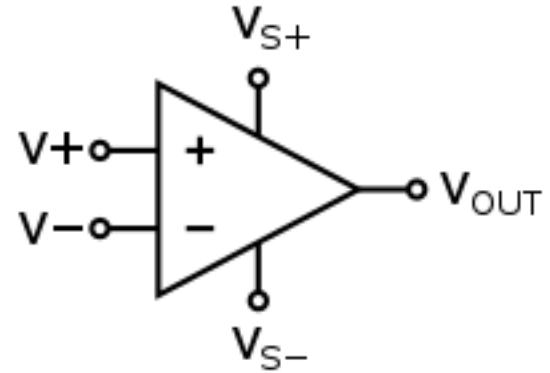
- Steady State  $\Rightarrow$  no change  $\Rightarrow d/dt = 0$ 
  - C:  $i_c = dq/dt = 0 \Rightarrow$  no current  $\Leftrightarrow$  open circuit
  - L:  $V = L di/dt = 0 \Rightarrow$  no voltage drop  $\Leftrightarrow$  short circuit

$$i_x(t \rightarrow \infty) = \frac{10V}{R_1 + R_2} = 1A$$

$$V_x(t \rightarrow \infty) = i_x R_2 = 5V$$

# Differential Amplifier

- Amplifies the difference between the input voltages
- $V_{out} = A(V^+ - V^-)$
- Common application: control of motors
- Other (many!) applications in signal processing



Did I mention that this is also an entire course(s) in both ME and ECE?



# Solve more complicated circuits with MATLAB's Simulink

- Graphical extension of MATLAB for the modeling and simulation of dynamic systems.
  - Circuits & Mechatronic Systems
  - Includes ability to add inputs (function generators, steps, impulses, etc.) and outputs (oscilloscopes, tachometers, etc.)
  - Block Diagram editing
  - Nonlinear simulation
  - Continuous and discrete models
- Great support and visualizations tools for controls.
- You won't need for this course, but good to know it is out there.
  - [http://www.engin.umich.edu/group/ctm/working/mac/simulink\\_basics/index.htm](http://www.engin.umich.edu/group/ctm/working/mac/simulink_basics/index.htm)

# Power

- This is what we really care about!
  - Our circuits are providing power (and/or transmitting signals)
- Power = How much energy is used in a span of time
  - = (more commonly) the maximum produced or allowed power.
  - = Voltage x Amperes
  - =  $Vi$
  - = (joules/coulomb) x (coulomb/second)
  - = joules/second
  - = Watts

$$P = i \cdot V$$

## Power dissipated by a load

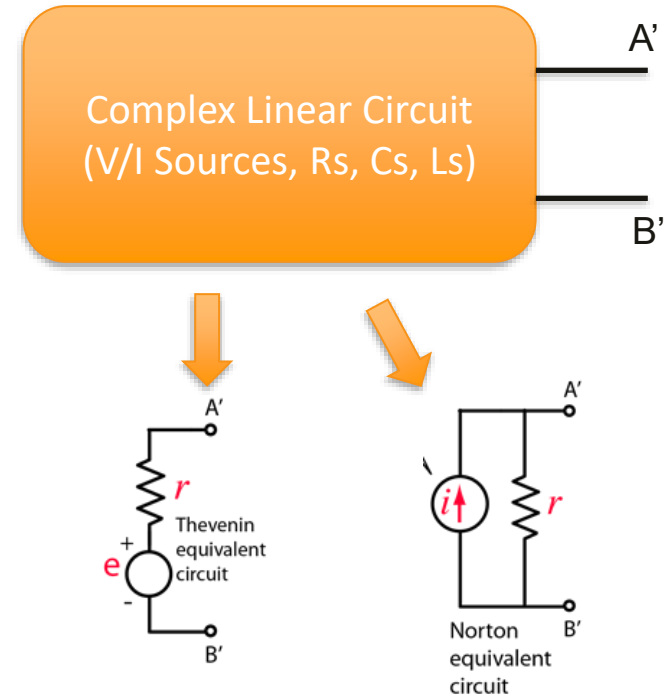
- Larger voltage across resistor increases power dissipated

$$P(t) = v(t) \cdot i(t) = R \cdot i^2 = \frac{v^2}{R}$$

- **Resistor Power Rating:** maximum power safely dissipated by resistor.
- **Safety rule:** select resistor with power rating twice expected power dissipation.
  - If not, wire overheats, smoke, odor, fire!

# Thevenin and Norton Theorems

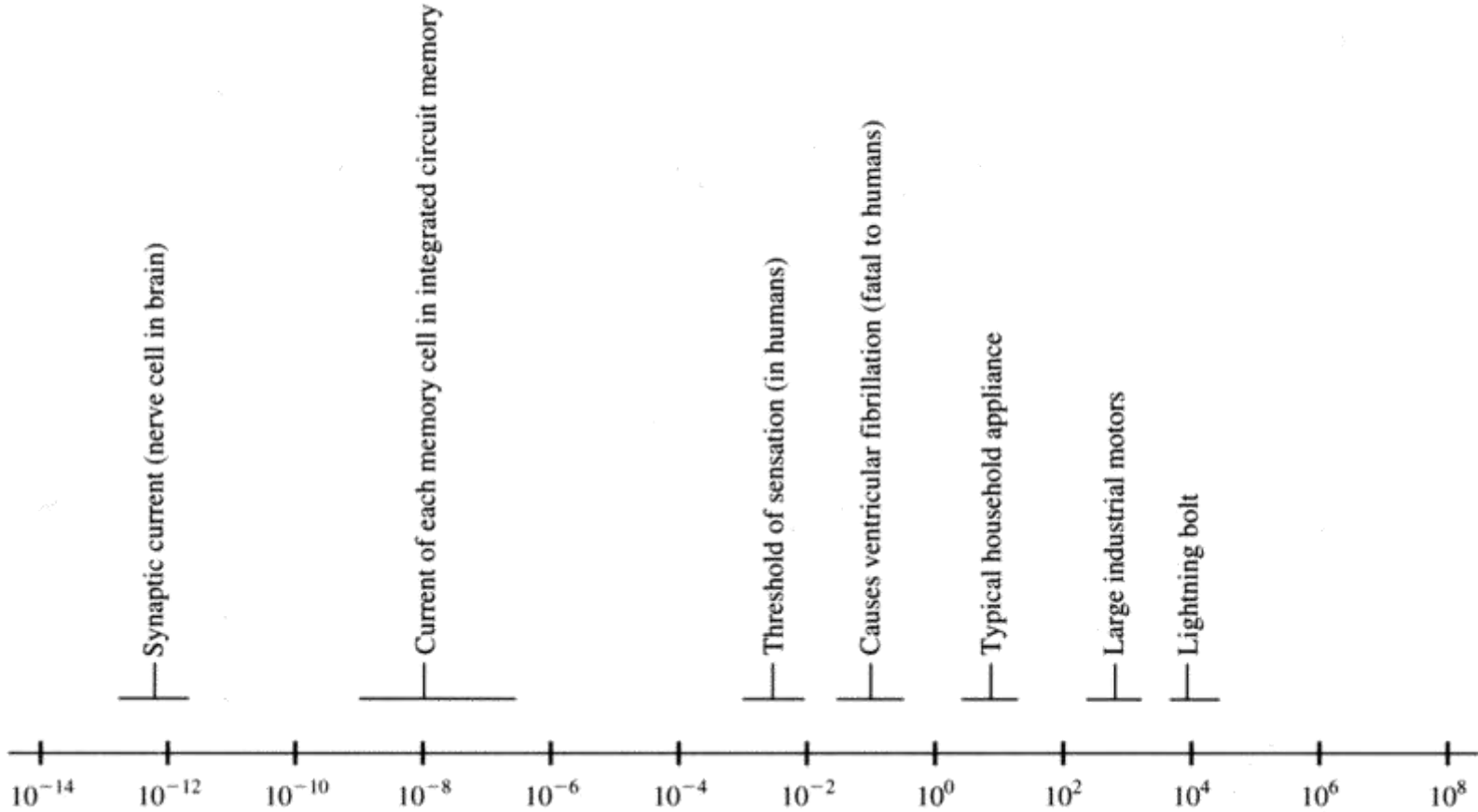
- Thevenin theorem:
  - *any linear circuit can be simplified to an equivalent circuit consisting of a single voltage source with a series resistance connected to a load*
- Norton theorem:
  - *any linear circuit can be simplified to an equivalent circuit consisting of a single current source and parallel resistance*



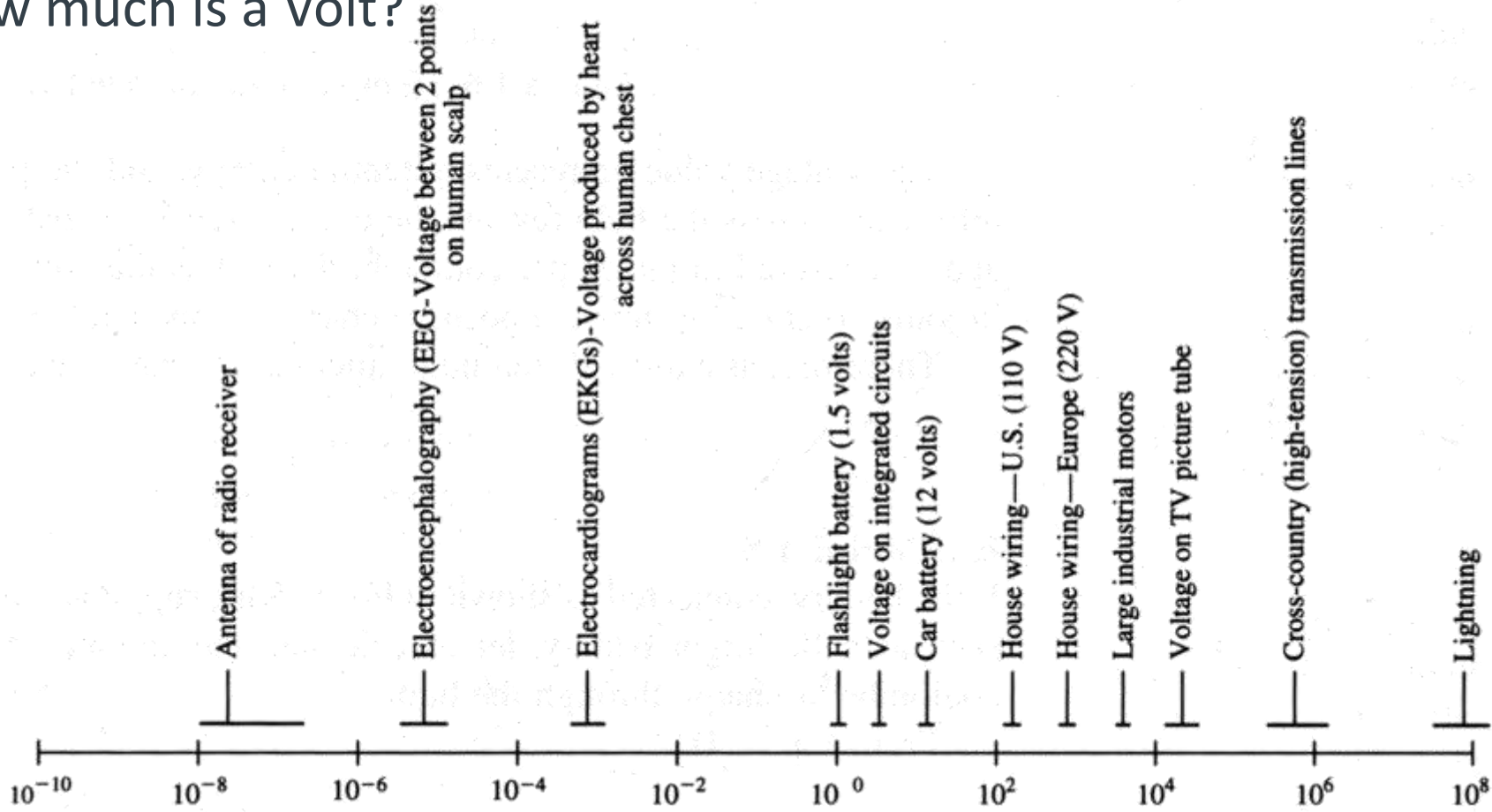


GTI LAB

# How much is an AMP?



# How much is a Volt?



## Final Remarks

- Almost all robots use electricity to move
  - Every component (computer, sensor, motor) requires power
- The circuits that provide power can be complex
  - To fully understand them requires its own course
- All roboticists must understand
  - how the power is transmitted matters, and the common source of problems,
  - real components (sources, capacitors, etc.) do not act like ideal components,
  - too much power demand may create issues in your components.
  - fuses are there for a reason, so don't replace one until you know why it blew, and
  - **An unpowered robot (or any electrical device) can still be dangerous.**