



Mechatronic Systems Design

MEC301

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Lecture 3: **MATLAB/Simulink – Crash Course**



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Lecture 3

MATLAB/Simulink Crash–Course

- MATLAB/Simulink
- DC Motor Model

Model

simplified representation of a system – e.g. using mathematical equation(s)

- We **simulate** a model to study the behavior of a system
- need to **verify** that our model is correct – expect results

- **Knowing how to use Simulink or MATLAB does not mean that you know how to model a system**

- Used to model, analyze and simulate dynamic systems using block diagrams.
- Simulink is a graphical, **drag and drop** environment for building simple and complex signal and system dynamic simulations – therefore is easy to use.
- It allows users to concentrate on the structure of the problem, rather than having to worry about a programming language.
- We simulate a model to study the behavior of a system – need to verify that our model is correct
- However **modeling a system is not necessarily easy !**

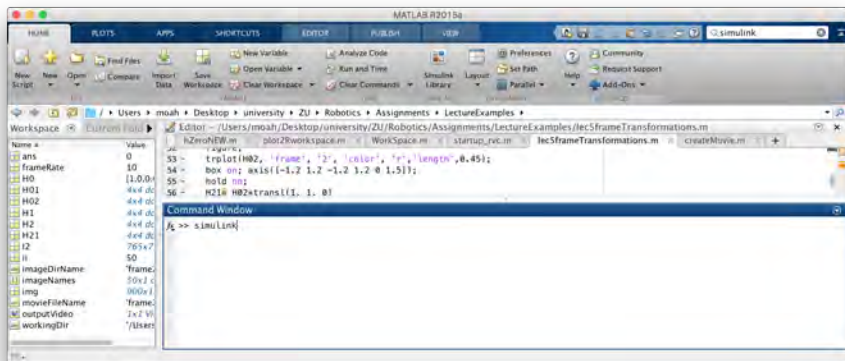
Launch Simulink

- to start simulink: at Matlab command line, type:

```
>> simulink
```

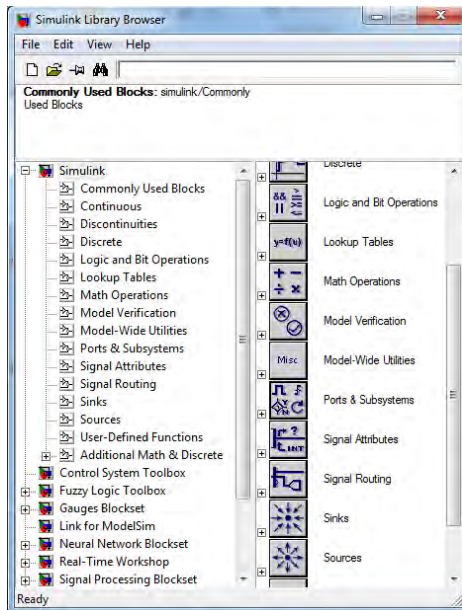


- or click on the *"Home Toolstrip"*



Launch Simulink

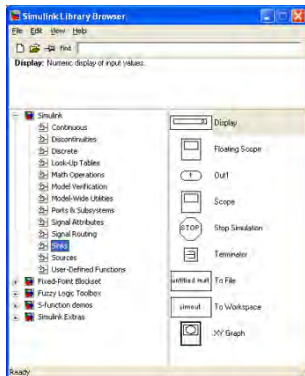
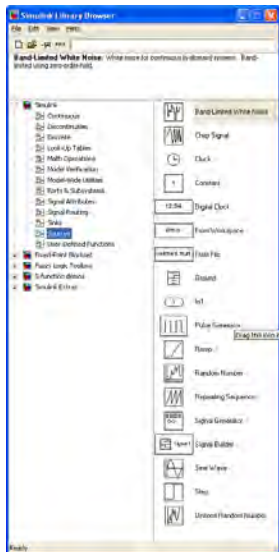
- The Simulink library should appear



Simulink Libraries

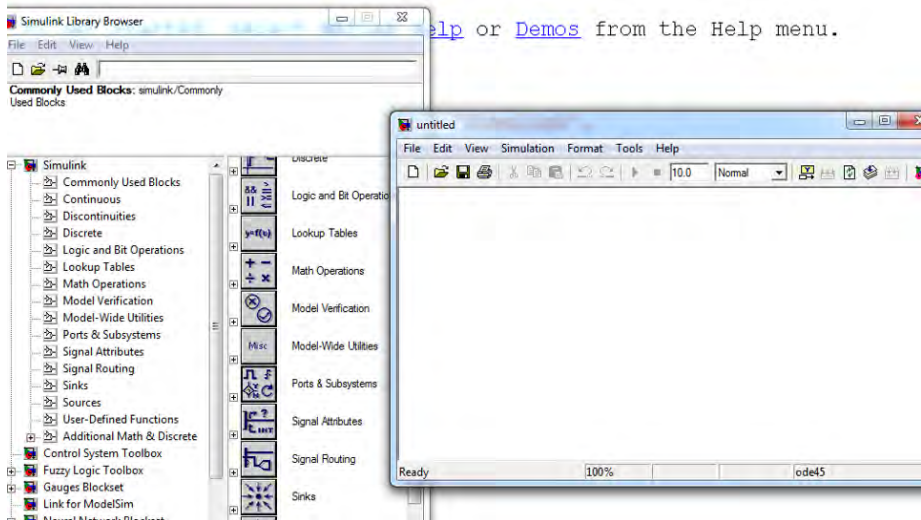
- **Sources:** blocks that have only output, generators, constant, ...
- **Sinks:** blocks that have only input, scope, to workspace. ...
- **Continuous;** integrator, transfer function. ...
- **Discrete:** discrete transfer function, unite delay, memory. ...
- **Math operations:** gain, product, sum, trig. functions ...
- **User defined functions:** S-function, S-function builder, ...
- **SimPowerSystem:** Electrical blocks – electrical sources, machines, measurements, ...

Simulink Libraries



Create a new model

- Click File-New (upper left corner) to create a new workspace

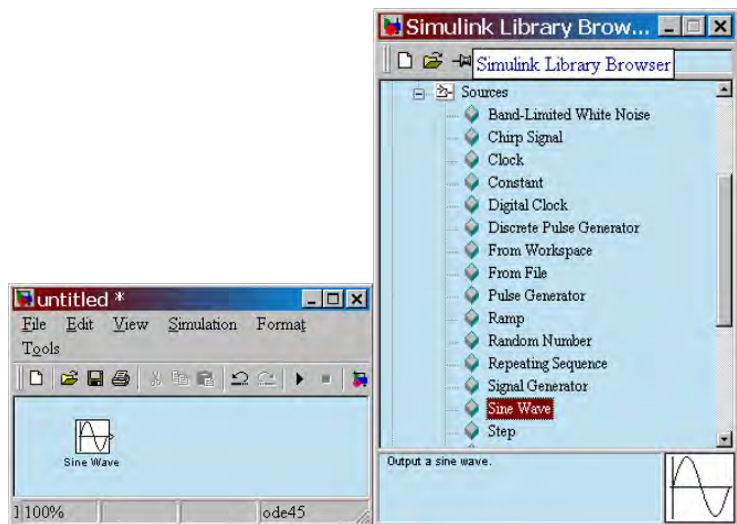


Building the model

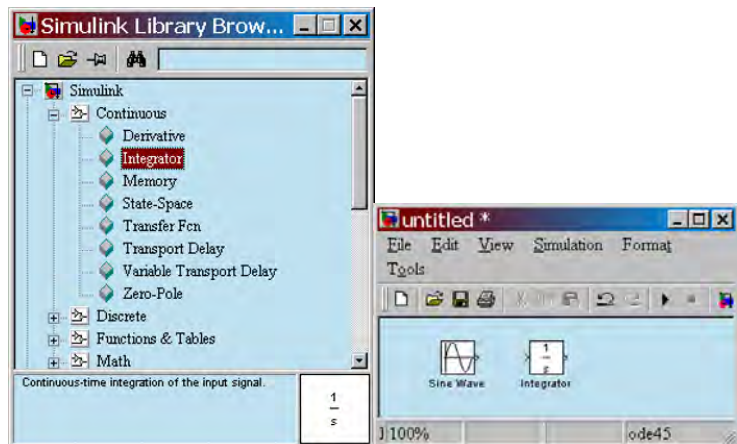
- Model is created by choosing the blocks from different libraries, **dragging** them to model window and linking them.
- The **parameters** of block, can be reached with double click on the block.

Select an input block

- Drag a Sine Wave block from the Sources library to the model window

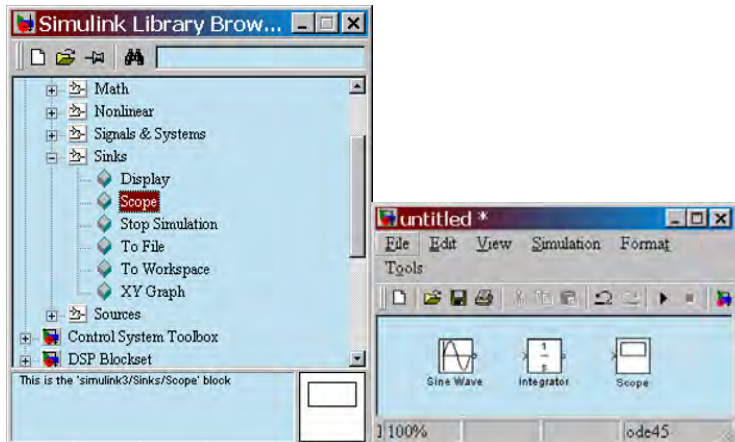


Select an operator block



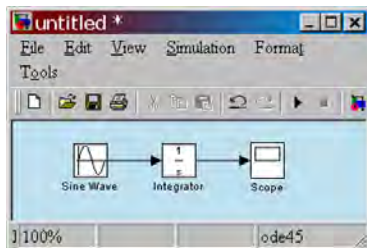
Select an output block

- Drag a Scope block from the Sinks library to the model window



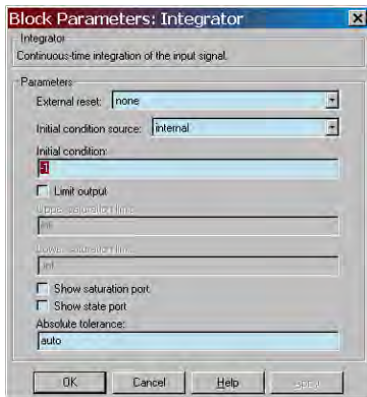
Connect blocks with signals

- Place your cursor on the output port ($>$) of the Sine Wave block
- Drag from the Sine Wave output to the Integrator input
- Drag from the Integrator output to the Scope input
- Arrows indicate the direction of the signal flow



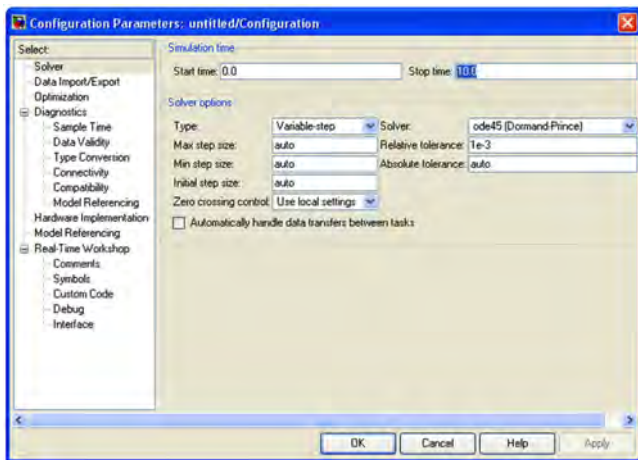
Set block parameters

- The parameters of block (shown on picture, sine wave and integrator parameters), can be reached with double click on the block



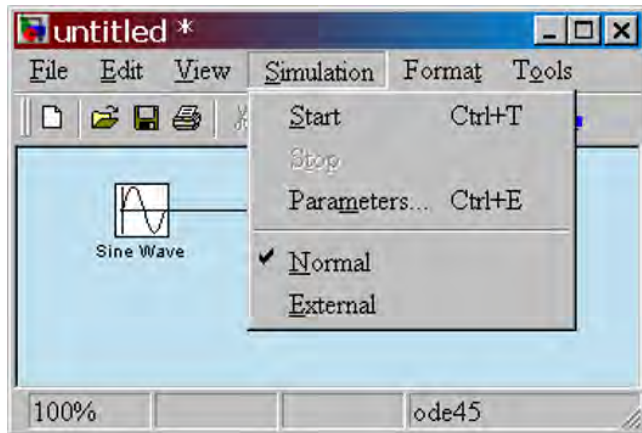
Configuration parameters

- Numerical solver method, start time, stop time (it can be also set directly)...



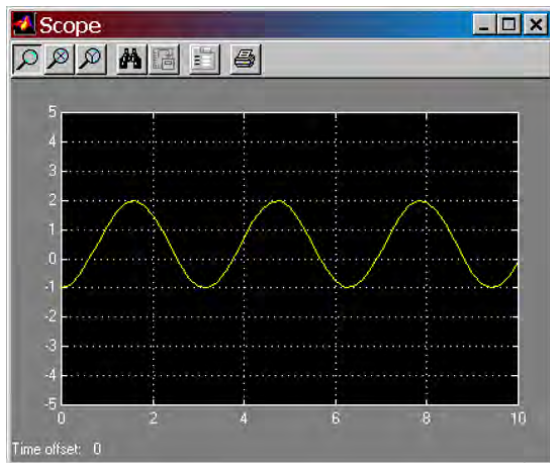
Run the simulation

- In the model window, from the Simulation pull-down menu, select Start



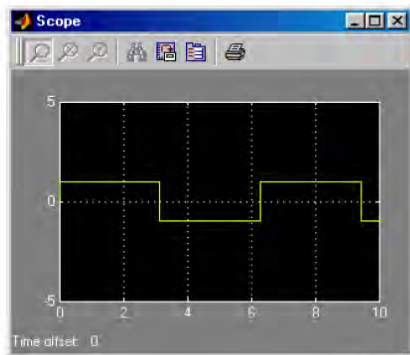
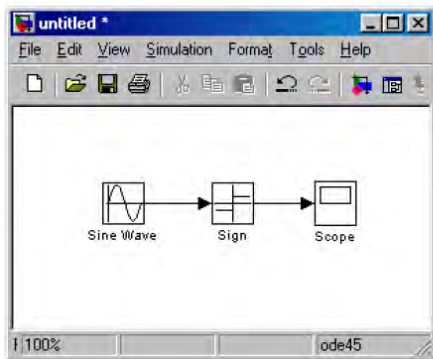
Simulation results

- Double-click on the Scope to view the simulation results



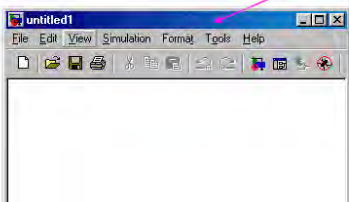
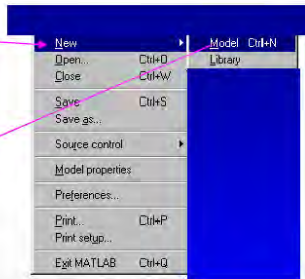
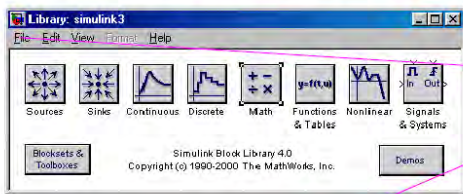
Now, let's build a simple model!

This model plots the sign of the input signal.



Example -- Step 1

Step1: Start Simulink and choose New then Model from the File menu.



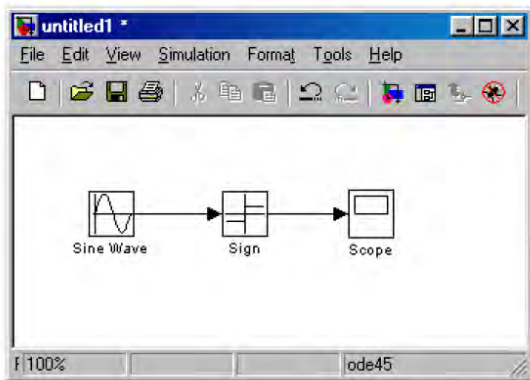
Example -- Step 2

Step2: Copy the needed blocks by using Drag and Drop.

The image displays the Simulink environment. On the left, the 'Library: simulink3' window is open, showing various block categories: Sources, Sinks, Continuous, Discrete, Math, Functions & Tables, Nonlinear, and Signals & Systems. A 'Scope' block is highlighted with a red circle in the 'Sinks' category. On the right, the 'untitled1' workspace window shows a simulation diagram with three blocks: 'Sine Wave', 'Sig', and 'Scope'. Red arrows indicate the 'Scope' block being dragged from the library to the workspace. Below the library window, a grid of Simulink blocks is shown, with the 'Scope' block also circled in red. Other blocks include Constant, Signal Generator, Step, XY Graph, Ramp, Sine Wave, Repeating Sequence, Display, Discrete Pulse Generator, Pulse Generator, Chirp Signal, To File, To Workspace, Stop Simulation, Sum, Product, Dot Product, Gain, Slider Gain, Matrix Gain, Math Function, Trigonometric Function, Abs, and Rounding.

Example -- Step 3

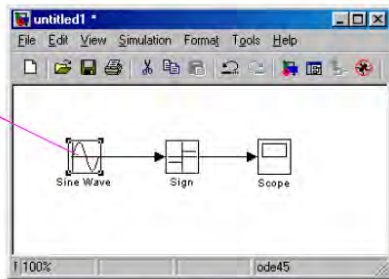
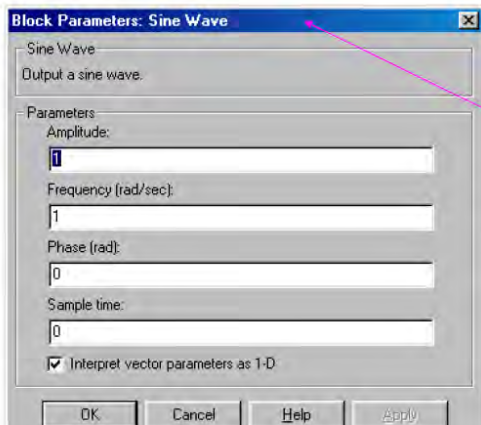
Step3: Complete the connection.



- Move the mouse to the location of output port of the source block.
- Hold down the mouse button and move the cursor to the input port of the destination block.
- Release the mouse button.

Example -- Step 4

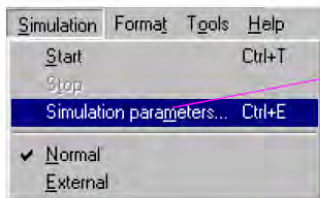
Step4: Set the block parameters.



Double click a block to open its block parameters.

Example -- Step 5

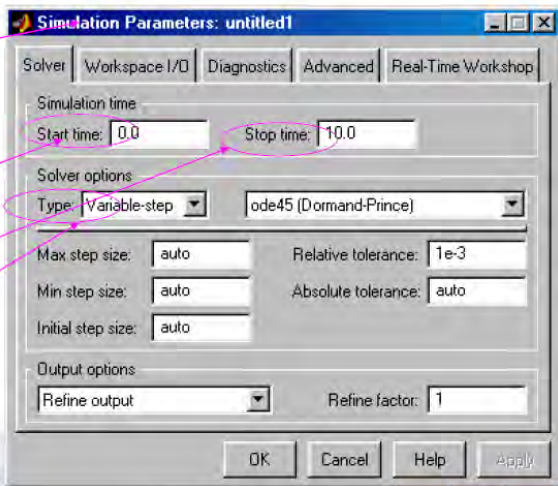
Step5: Setup the simulation parameters.



Start time

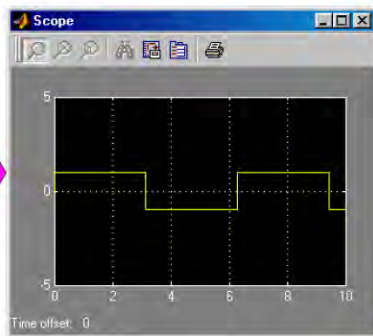
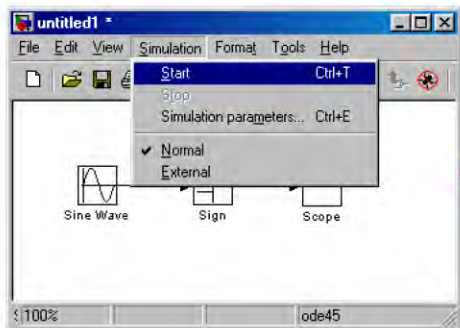
Stop time

Solver type



Example -- Step 6

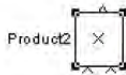
Step6: Start simulation.



Manipulating blocks



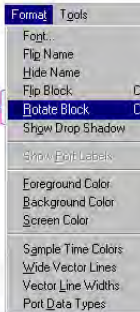
Select a corner and drag to resize a block



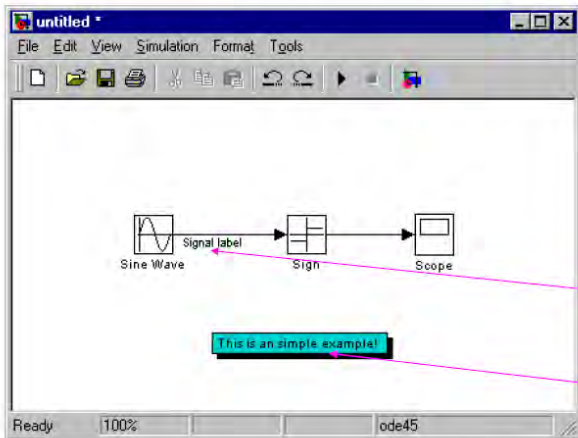
Rotating a block



Single click on the block label to change block name



Labels and Annotations

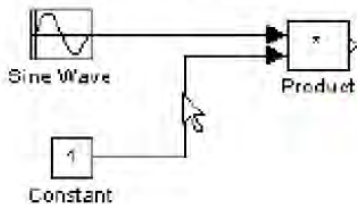


Double click a line to
add line label

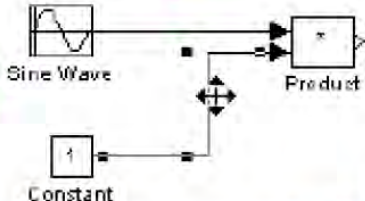
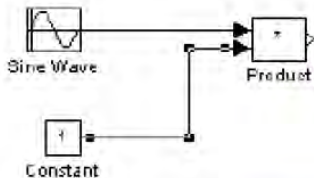
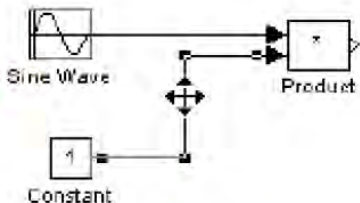
Double click an empty
area to
add annotation

Moving a line segment

Step1: Position the pointer on the segment you want to move.



Step2: Press and hold down the left mouse button.

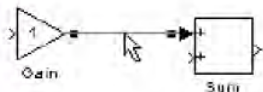


Step3: Drag the pointer to the desired

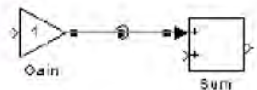
Dividing a line into segments



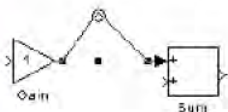
Step1: Select the line.



Step2: Position the pointer on the line where you want the vertex.

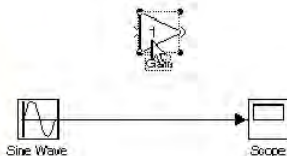


Step3: While holding down the Shift key, press and hold down the mouse button.

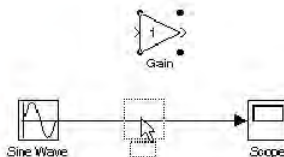


Step4: Drag the pointer to the desired location.

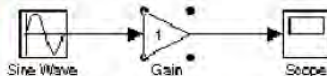
Inserting a block in a line



Step1: Position the pointer over the block and press the left mouse button.

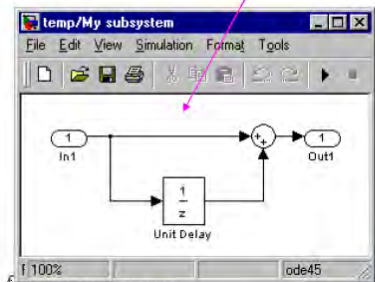
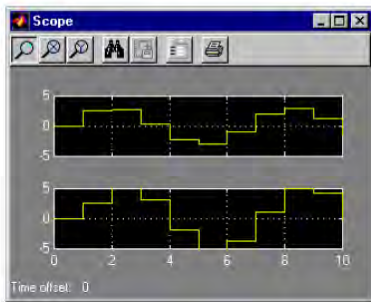
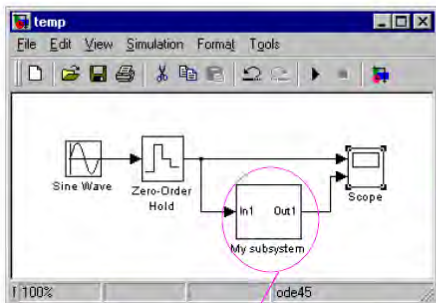


Step2: Drag the block over the line in which you want to insert the block.



Step3: Release the mouse button to drop the block on the line.

Subsystems

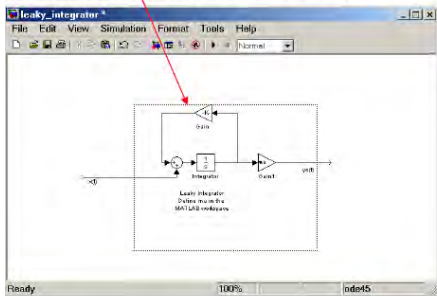


Subsystems can hide the complexity of the subsystems from the user, which can make your model clearer.

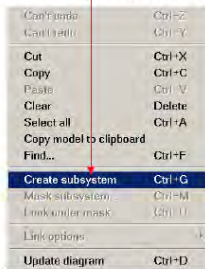
There are two ways to create Subsystems.

- You can create a Subsystem by adding the Subsystem block from Signals & Systems. Then you can edit the Subsystem by doubling clicking the Subsystem block.
- You can create the subsystem by grouping blocks from an existing system.

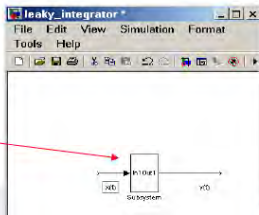
1. Use the mouse to select the blocks



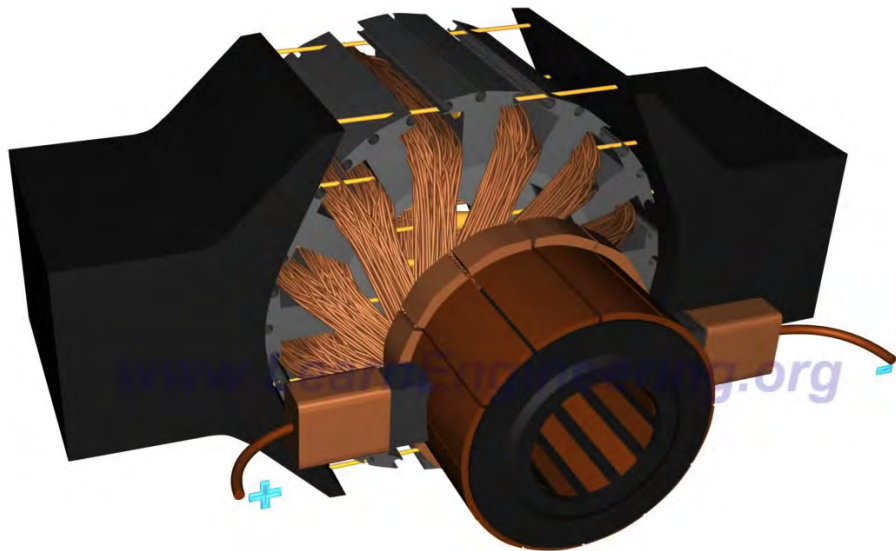
2. Choose Create Subsystem from the Edit menu



3. This replaces the selected blocks with a Subsystem block.



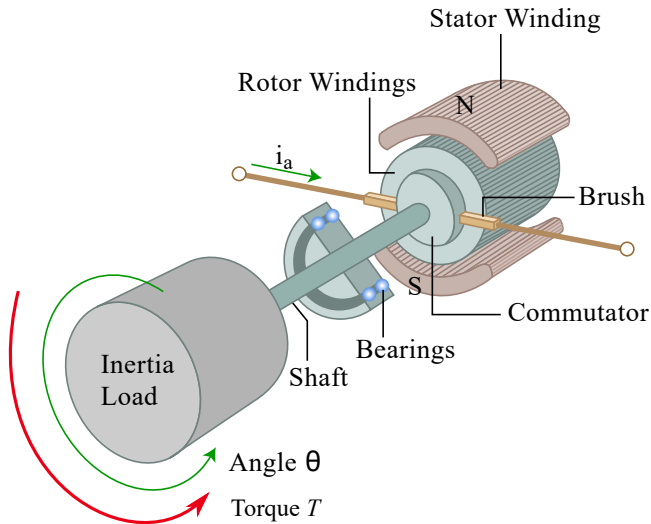
DC Motor, How it works?



<https://www.youtube.com/watch?v=LAtPHANefQo>

DC Motor

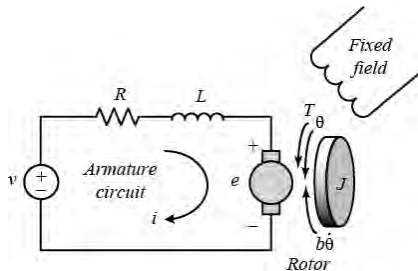
Building Blocks



DC Motor

Model

Equivalent Electric Circuit



We assume:

- input of the system is the voltage source (V) applied to the motor armature
- output is the rotational speed of the shaft ($\omega = \frac{d\theta}{dt}$)
- rotor and shaft are assumed to be rigid.
- viscous friction torque proportional to shaft angular velocity.

DC Motor

Model

applying Kirchoff law to the motor system

$$V = R i + L \frac{di}{dt} + e_b \quad (1)$$

back EMF, e_b is proportional to angular velocity of shaft by a constant factor K_e ,

$$e_b = K_e \omega \quad (2)$$

torque generated by the motor is proportional to armature current and the strength of the magnetic field. Since magnetic field is constant, therefore,

$$T = K_t i \quad (3)$$

where K_t is torque constant.

$$T = \underbrace{J \frac{d^2\theta}{dt^2}}_{\text{rotor moment of inertia}} + \overbrace{b \frac{d\theta}{dt}}^{\text{viscous friction}} \quad (4)$$

where J and b are moment of inertia of the rotor and viscous coefficient, resp.

DC Motor Modeling

- The motor torque, T , is related to the armature current, i , by:

$$T = K_t i$$

- The back emf, E_b , is related to the angular velocity by:

$$e_b = K_e \omega$$

- The dynamic equations for **electrical** and **mechanical** balance from Kirchhoff's law and Newton's law are

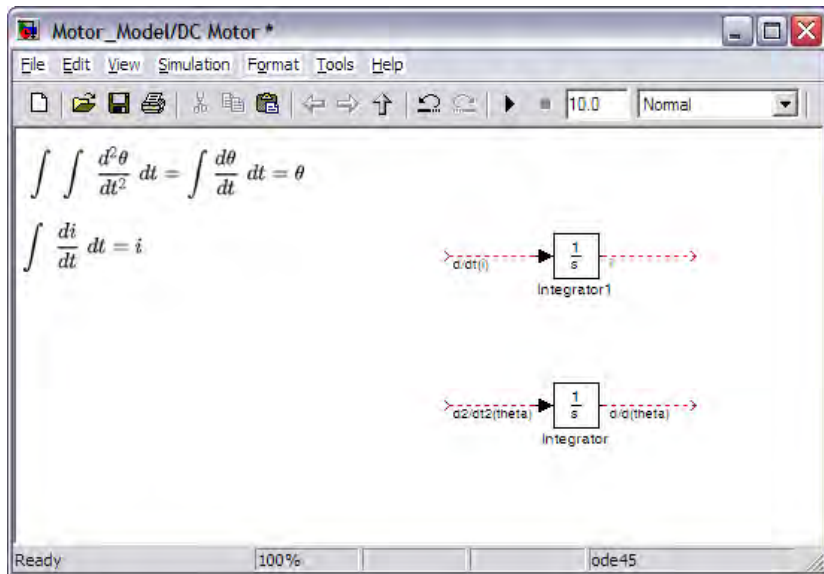
$$\frac{di}{dt} = \frac{V}{L} - \frac{R}{L}i - \frac{k_e}{L}\omega$$
$$\frac{d\omega}{dt} = \frac{k_t}{J}i - \frac{b}{J}\omega$$

Assignment

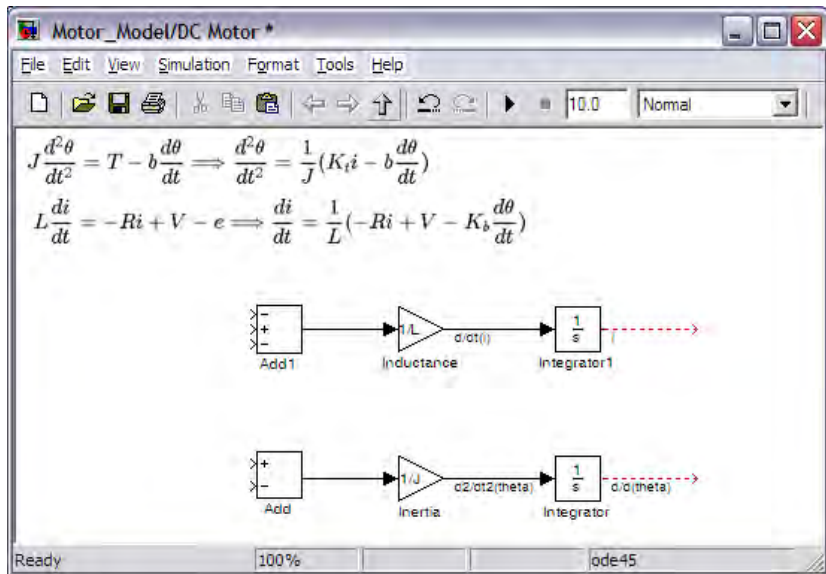
- 1 Show that the two units, Nm/A and V/rad/s, are identical.
- 2 Develop a MATLAB/Simulink model of the brushed DC motor with the following parameters:

J	moment of inertia of the rotor	0.01	kg.m ²
b	motor viscous friction constant	0.1	N.m.s
K_e	electromotive force constant	0.01	V/rad/s
K_t	motor torque constant	0.01	N.m/A
R	electric resistance	1	Ω
L	electric inductance	0.5	H

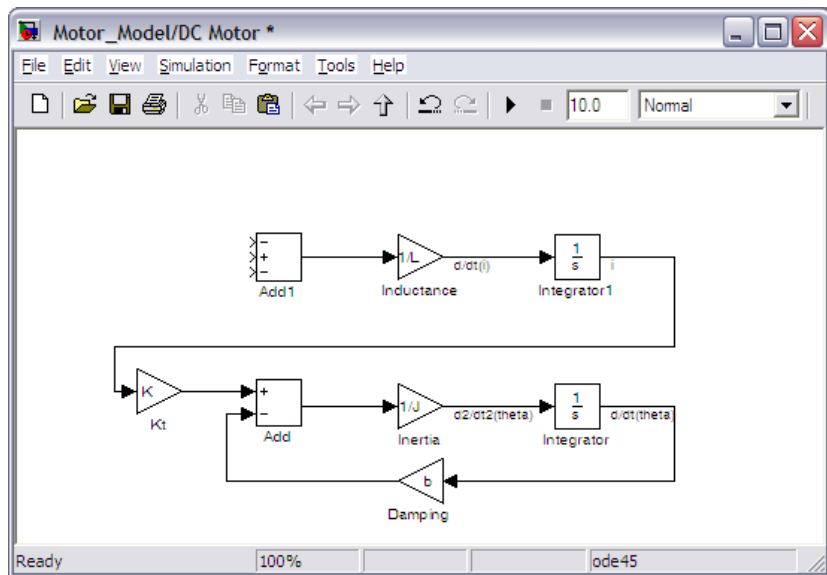
DC Motor Modeling



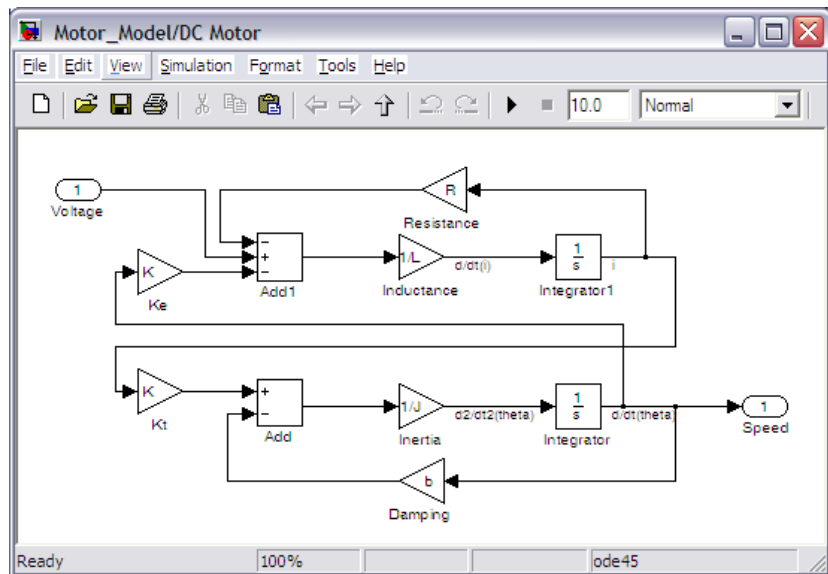
DC Motor Modeling



DC Motor Modeling



DC Motor Modeling



DC Motor Modeling

Block Mask

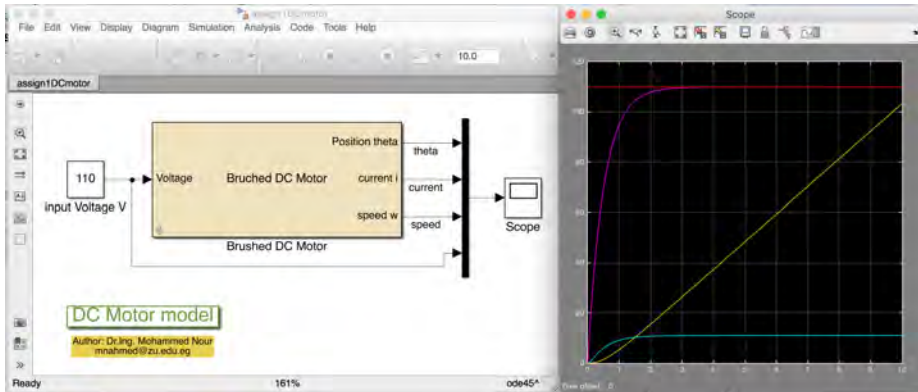
The image displays a Simulink workspace with a model titled "assign1DCmotor". The model consists of a "Brushed DC Motor" block receiving an "input Voltage V" of 110. The block outputs "Position theta", "current i", and "speed w", which are monitored by a "Scope" block. A "DC Motor model" label is present at the bottom left, with the author information: "Author: Dr.ing. Mohammed Nour mnahmed@zu.edu.eg".

The "Function Block Parameters: Brushed DC Motor" dialog box is open on the right, showing the following parameters:

- Subsystem (mask): Models a brushed DC Motor. Takes the DC voltage as input, and outputs angular velocity (ω) and current (i).
 - L \rightarrow windings inductance
 - J \rightarrow load moment of inertia
 - R \rightarrow windings resistance
 - K_e \rightarrow emf constant
 - b \rightarrow viscous friction
- Parameters:
 - electric resistance (R): 1
 - moment of inertia of the rotor (J): 0.01
 - electric inductance (L): 0.5
 - motor torque constant (Kt): 0.01
 - motor viscous friction constant (b): 0.1
 - electromotive force constant (Ke): 0.01

DC Motor Modeling

Simulation Results



DC Motor

Torque–Speed Relation

- for a DC motor, mechanical and electrical equations are:

$$T = K_t i \quad (5)$$
$$V = R i + L \frac{di}{dt} + K_e \omega \quad (6)$$

T	motor torque
K_t	torque constant
i	current,
V	supplied voltage,
ω	rotor speed,
e_b	back-emf ($e_b = K_e \omega$),
R, L	resistance and induction.

- For a fixed voltage, torque–speed curves are derived from (5) & (6):

$$T = \frac{k_t}{R}(V - K_e \omega) = \frac{k_t}{R} V - k_m^2 \omega \quad (7)$$

▶ $K_m = \frac{k_t}{\sqrt{R}}$ is the motor constant,

▶ slope of the torque–speed curve is $-K_m$.

▶ The no-load speed of a DC motor has a value $\omega_0 = \frac{V}{K_e}$.

▶ The torque constant is proportional to the square of the

DC Motor

Torque–Speed Relation

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- ▶ $K_m = \frac{k_t}{\sqrt{R}}$ is the **motor constant**, [Assig. 1: numerically, $k_t = k_e$]
- ▶ slope of the torque–speed curves is $-K_m^2$.
- ▶ voltage-controlled DC motor has inherent damping in its mechanical behavior
- ▶ torque increases in proportion to the applied voltage,
- ▶ torque reduces as the angular velocity increases

DC Motor

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DC Motor

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- ▶ $K_m = \frac{k_t}{\sqrt{R}}$ is the **motor constant**, [Assig. 1: numerically, $k_t == k_e$]
- ▶ slope of the torque–speed curves is $-K_m^2$.
- ▶ voltage-controlled DC motor has inherent damping in its mechanical behavior
- ▶ torque increases in proportion to the applied voltage,
- ▶ torque reduces as the angular velocity increases

DC Motor

Torque–Speed Relation

- for a DC motor, mechanical and electrical equations are:

$$T = K_t i \quad (5)$$
$$V = R i + L \frac{di}{dt} + K_t \omega \quad (6)$$

T	motor torque
K_t	torque constant
i	current,
V	supplied voltage,
ω	rotor speed,
e_b	back-emf ($e_b = K_e \omega$),
R, L	resistance and induction.

- For a fixed voltage, torque–speed curves are derived from (5) & (6):

$$T = \frac{k_t}{R}(V - K_t \omega) = \frac{k_t}{R} V - k_m^2 \omega \quad (7)$$

- ▶ $K_m = \frac{k_t}{\sqrt{R}}$ is the **motor constant**, [Assig. 1: numerically, $k_t == k_e$]
- ▶ slope of the torque–speed curves is $-K_m^2$.
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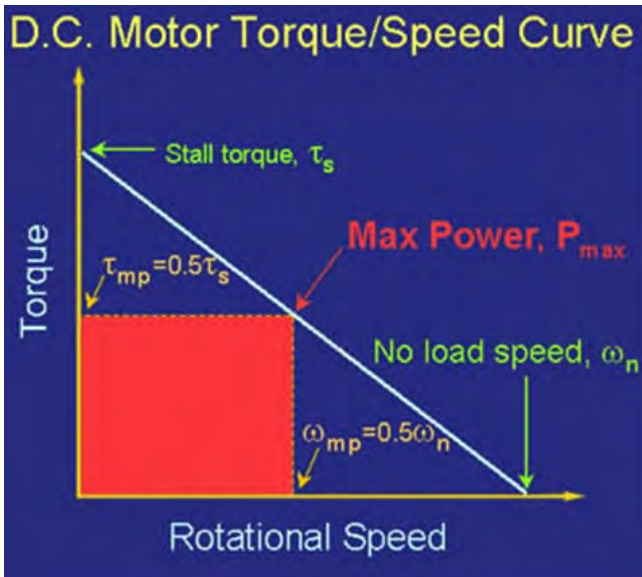
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DC Motor

Torque-Speed Relation



Thanks for your attention.

Questions?

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