

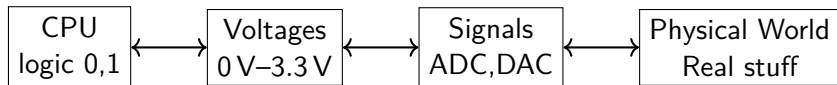
# Sensors and Actuators

## Control systems and Computer Networks

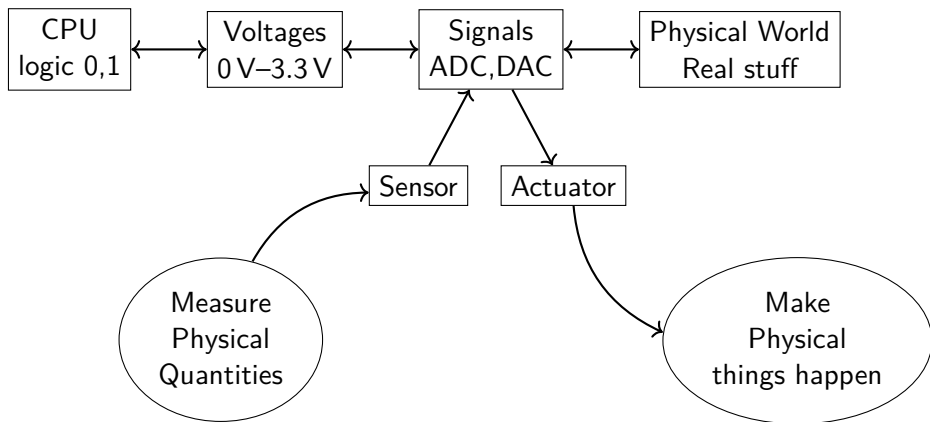
Dr Alun Moon

Lecture 4.2

# Layers from Program to Physical



# Layers from Program to Physical



- ▶ Measure some value in the environment
- ▶ allow sampling of process variable
- ▶ convert changes in the physical process into electrical signals

# Actuators

- ▶ Change something in the environment
- ▶ Under computer control
- ▶ provide feedback to physical process to maintain some condition
- ▶ convert electrical signals into physical changes

# Sensor Examples

Physical quantities measurable

- ▶ Temperature
- ▶ Pressure
- ▶ Distance and Displacement
- ▶ Velocity
- ▶ Acceleration
- ▶ Fluid Flow
- ▶ Light intensity
- ▶ Voltage
- ▶ Current
- ▶ Resistance
- ▶ Force
- ▶ Liquid levels
- ▶ Torque
- ▶ pH

And many more...

# Part I

## Sensors

# Switches

## Binary Devices

- ▶ Position – close contacts – confirm position of mechanism
- ▶ Human hands – keyboards
- ▶ Conditions – pressure, temperature (thermostat)
- ▶ Medium
  - electrical
  - pneumatic
  - hydraulic



# Pressure measurement

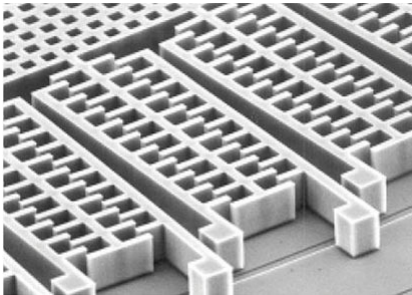
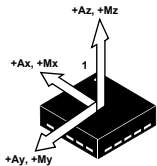
- ▶ Pressure bends an elastic element such as a diaphragm, tube, bellows or piston
- ▶ The displacement in turn moves a needle, change an electrical impedance or resistance
- ▶ Piezoelectric pressure sensors
- ▶ Rapid changes in pressure are difficult to measure – why?
- ▶ High pressure transducers are costly

# Temperature

- ▶ Expansion of solids, liquids or gases
- ▶ Pressure or movement changes can be measured
- ▶ Thermocouples – junction between dissimilar metals – generate small voltages
- ▶ Other solid state devices are available such as thermistors

# Acceleration

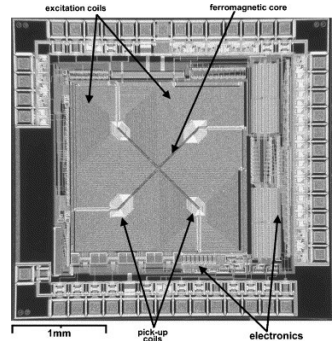
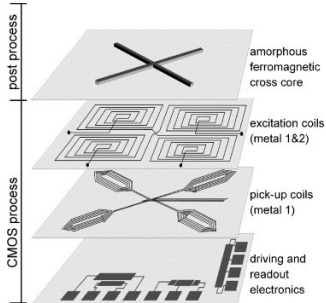
- ▶ Typically MEMS devices
- ▶ Silicon chip scale mechanism
- ▶ Moving mass
  - flexes strain gauge – measure resistance
  - changes air gap – measure capacitance
  - piezoelectric – strain crystal, generates voltage



# Magnetometer

## ► Senses magnetic fields

- 1D
- 2D



# Part II

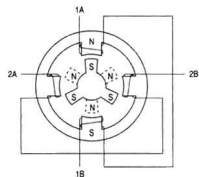
## Actuators

DC motors are employed very widely in industry, appliances, automobiles, etc.

- ▶ Used to provide continuous rotation or no rotation - position
- ▶ Inexpensive and efficient
- ▶ Can use PWM for speed control - noisy
- ▶ Geared for more torque

# Stepper Motors

- ▶ Digitally controlled
- ▶ Discrete positioning
- ▶ Useful where accurate control is required
- ▶ Lower torque than DC
- ▶ Pulses cause the motor to rotate in steps - perhaps  $1.8^\circ$  per pulse
- ▶ Positional feedback is not required (unless the motor slips)



# RC Servos

Used in Radio Control applications, and widely used in small scale systems

- ▶ 3-pin connections Signal, Voltage, Ground
- ▶ PWM controlled
  - Pulse width determines position
  - 1.5 ms “neutral” position
  - 1.0 ms sets to  $0^\circ$
  - 2.0 ms sets to  $90^\circ$





# Part III

## Limitations

# Limitations

Devices have some built in limitations on how they operate

**Accuracy** the total of all deviations between a measured value and the actual value - sum of non-linearity, repeatability and hysteresis.

**Non-linearity** the maximum difference in measured value or output from a straight line between calibration points

**Repeatability** the max difference in a measured value or output when a set point is approached multiple times from above or below

**Hysteresis** the max difference in measured value or output when a set value is approached from above, and then below the value.

# Accuracy and Precision

**Accuracy** How close to the actual value (related to repeatability)

**Precision** How fine a measurement can you make – how close can two values be and still be distinguished.