# Motors and Motor Controllers

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#### Why I'm interested in this stuff









## What is a motor?

- Device that converts electrical power to mechanical
	- Reversible too (motors and generators are the same)
- General idea is to have two magnetic fields on the rotor (rotating part) and stator (stationary part) which are kept rotationally separated to produce torque
- At least one of them has to be produced from an electromagnetic coil
	- Otherwise, can't change it, so then motor can't rotate continuously
- Many permutations of how to implement it, with various tradeoffs:
	- Permanent magnets on rotor or stator
	- Two coils connected in series or parallel or separately
	- How to power coils in rotor
	- How to commutate (keep the fields separated, because as it rotates the fields will align eventually if one/both doesn't keep moving)

## Electricity basics

- Voltage, current, resistance, and power
- Simple analogy to water in pipes (hydraulic analogy)
	- Water has no mass, turbulence, it always stays in the pipes, etc
	- Have to be careful taking it too far
- Voltage is pressure, and current is velocity
	- $\circ$  Ohm's law:  $V = I^* R$ , aka pressure difference = velocity  $*$  resistance to flow
- Resistance to electricity is like resistance to flow (constriction in pipe)
	- All pipes restrict flow to some extent, just like all wires
- Power is energy moved per unit time

 $Q = P = I^* V = I^2 * R$ 

#### Brushed permanent magnet motor

- Common for a while in low power applications
- Brushes commutate mechanically so it spins when you apply DC voltage
	- But brushes wear out, and aren't too efficient, and spark
- Simple to control, especially with fairly simple power electronics (switch power on/off quickly, voltage averages out, also allows reversing easily)





## Permanent magnet synchronous motor (PMSM)

- Currently used in high performance low to medium power applications (toothbrushes to trains, but not power plants)
- Rotor has permanent magnets so no need to connect to it electrically
- Requires more sophisticated control electronics
	- Similar to induction motors, which are also used in similar applications
- Commonly called "brushless motors"





#### Motor controllers

- Need to control the current going through the motor
- Same component structure for brushed motors, three-phase motors, inverters, DC mains supplies (opposite of an inverter), and DC-DC converters



#### More electricity concepts

- Capacitance: resistance to change in voltage
	- Batteries have a lot
	- Flexible diaphragm in pipe



- If you try changing the voltage across it, a capacitor will change current through itself to oppose the change
- Inductance: resistance to change in current
	- Inductor is basically a big coil of wire (like an electromagnet, in a motor or solenoid)
	- Heavy paddlewheel
	- If you try changing the current through it, an inductor will change the voltage across itself to oppose the change



#### Electronic components

- Anything that electricity flows through is (at least) a resistor, capacitor, and inductor (some are mostly just one, but all have some parasitics)
- Inductor is literally just a coil of wire  $\mathcal{L}_{\parallel}$
- Capacitor is parallel plates that are close together
	- Different materials and different ways of packing lots of surface area into a small volume
- Diode lets current flow one direction but not the other
	- Open circuit with voltage one way, constant voltage drop the other
- MOSFET is either a diode or a resistor
	- Like a switch, allows turning things on and off
	- Switches quickly because no physical moving parts



## Half-bridges

- Each phase is driven high or low
- However, need some dead time to avoid shoot through
	- If they're both on for any amount of time, lots of current flows really fast because no inductor to slow it down
- Switching is actually a fairly complicated process



## Switching

2: High side turning off

1: High side on

 $O<sub>1</sub>$ 

 $Q2$ 









4: Low side on

## Flux linkage

- Flux linkage is integral of how much force is exerted per unit of current between a coil and a magnet (force is change in flux linkage)
- Equivalently, how much magnetic flux (how many magnetic field lines) from the magnet go through turns of the coil
- Proportional to the voltage induced in the coil from moving the magnet
- In a PMSM, can write rotor-stator flux linkage (the interesting one) as  $\lambda(\Theta) = L^* i + \Psi_R(\Theta)$ 
	- First term based on varying reluctance (varying air gap, which creates cogging)
	- Second term is an arbitrary function of the position

#### Motor equations and curves

- Standard equations:
	- $\circ$  Torque = stall torque  $*$  (speed / free speed)
	- $\circ$  Current = stall current  $*$  (speed / free speed)
	- Stall current = voltage / resistance
		- $V = I * R$
	- No torque or current at free speed (no force)



- Proportional to speed
- You can measure it with a voltmeter
- Magnets are moving by coils
- Torque is proportional to the current through the motor
	- Coils are exerting force on the magnets



# Current ripple

- Current ramps up and down at switching frequency
	- 20kHz typical for motor controllers, ~10MHz for power supplies
	- Exponential decay, but usually fast enough relative to the inductance it looks like triangles
- Rapidly varying current -> rapidly varying magnetic fields
	- Also means moving lots of energy in and out of the magnetic fields constantly
- Need input capacitors





#### Input capacitors

- Quickly changing currents cause lots of problems
	- Magnetic interference
	- Parasitic inductance in the power supply means they actually don't in practice
- Use capacitors near the half bridge (physically) to help
	- Boost DC-DC and inverter it's actually the output side
- Large ripple current means they produce heat
	- Ripple energy is constantly being moved in and out



## Bootstrap circuit

- N-channel MOSFET needs gate voltage higher than source
	- Could also use P-channel which needs lower than source which connects to power, but N-channel more efficient so for large amounts of power makes more sense
- Easy for low side: drop down from input voltage
- Hard for high side: need a voltage higher than the input
- Solution: bootstrap circuit
	- Capacitor charges while low side on
		- Through diode
	- As low side turns off, load voltage rises
	- Capacitor resists change in voltage
		- Diode turns off
		- High side of cap rises above input
- LOAD OFF **LOAD**  $\mathbb{F}^*$  or  $Q1$ ON OFF LO  $(A)$  $(B)$ Dircey Rodrigues Jr
- Limits maximum on-time as capacitor discharges, but need enough voltage to turn on

## Controlling a half bridge

- Simplest is fixed-frequency PWM
	- Vary the duty cycle based on the control output
	- More complicated ways that decide each switching point in some way too
- Use a control loop to vary the duty cycle based on feedback
	- Motors it's commonly measured current
	- Simple motor controllers also just drive a fixed duty cycle as a proxy for voltage and rely on something external to command an appropriate voltage
	- DC-DCs have a measurement of the output voltage

#### Cool links

- [http://krex.k-state.edu/dspace/bitstream/handle/2097/1507/JamesMevey2009.](http://krex.k-state.edu/dspace/bitstream/handle/2097/1507/JamesMevey2009.pdf) [pdf](http://krex.k-state.edu/dspace/bitstream/handle/2097/1507/JamesMevey2009.pdf)
- <http://www.ti.com/lit/ml/slua618/slua618.pdf>

#### Complicated math follows...

## **Torque**

- Lorentz force (magnetic part only, velocity ⊥ magnetic field): F = q \* v \* B
	- For each of the phases independently
- If the magnetic fields aren't  $\perp$ , effective field in the direction that matters goes down as  $sin(\theta)$ (rest of it just pushes on the motor bearings)
- Alternative approach: conservation of energy
	- $\circ$  Electrical power in = mechanical power out
	- $\circ$  Electrical power =  $I^*V$
	- $\circ$  Faraday's law: e = d/dt φ
	- This works out to the same numbers



# Controlling a PMSM

- Basic idea is current in the three coils combines to form a magnetic field facing in any direction, and the control system keeps that 90° ahead of the stator
- Three phases is common
	- Two can't self-start
	- Same reasons as three phase power: three is 2x as much capacity for 1.5x as much wire, but 4 is only 3x as much for 2x as much wire and so on
	- More is harder to make compact
- Also common to duplicate the three phases multiple times, which doesn't really change anything



## Controlling a PMSM continued

- For a simple motor with sinusoidal flux linkage, you want the current to be matching sine waves to get maximum ripple-free torque
	- $\sin^2(\theta) + \sin^2(\theta + 120^\circ) + \sin^2(\theta 120^\circ) = \text{constant}$
	- This is constant mechanical power and also constant electrical power
- When you add harmonics, it gets complicated
	- $\circ$  If flux linkage is  $sin(\theta) + \frac{1}{2}sin(5\theta)$ , need to drive  $sin(\Theta)$  - ½sin(5 $\Theta$ ) (FOIL and it comes out the same)



