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Lecture 5

Digital & Analogue Signals and
Data Acquisition

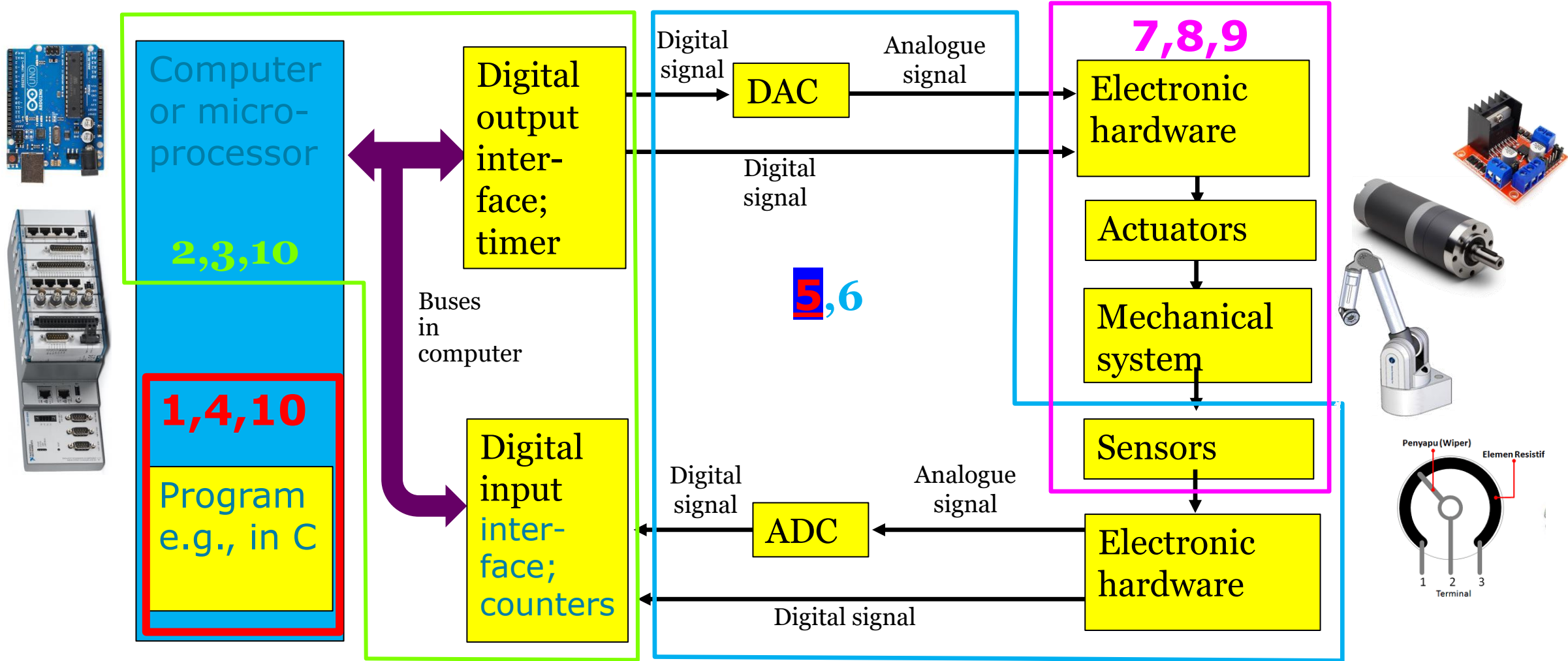
Mechatronics
MMME3085

Module Convenor – Abdelkhalick Mohammad



- To reinforce existing knowledge of analogue and digital signals
- To introduce issues of signal handling, grounding and related issues
- To introduce some simple digital-to-analogue and analogue-to-digital conversion approaches

A typical Mechatronics System





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Recap



Last time we looked at

- Concept of simple state table introduced
- Concept of state diagram introduced
- Finite state machine
- State machine using 2D state table
- State machine based on case statement
- Simple examples:
 - Traffic lights
 - Traffic lights with car/pedestrian crossing
- Introduction to Lab 1
- Interrupt

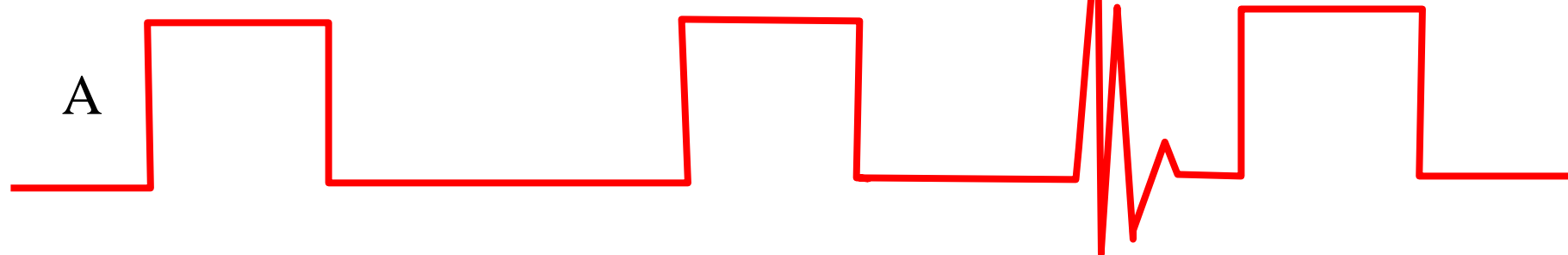


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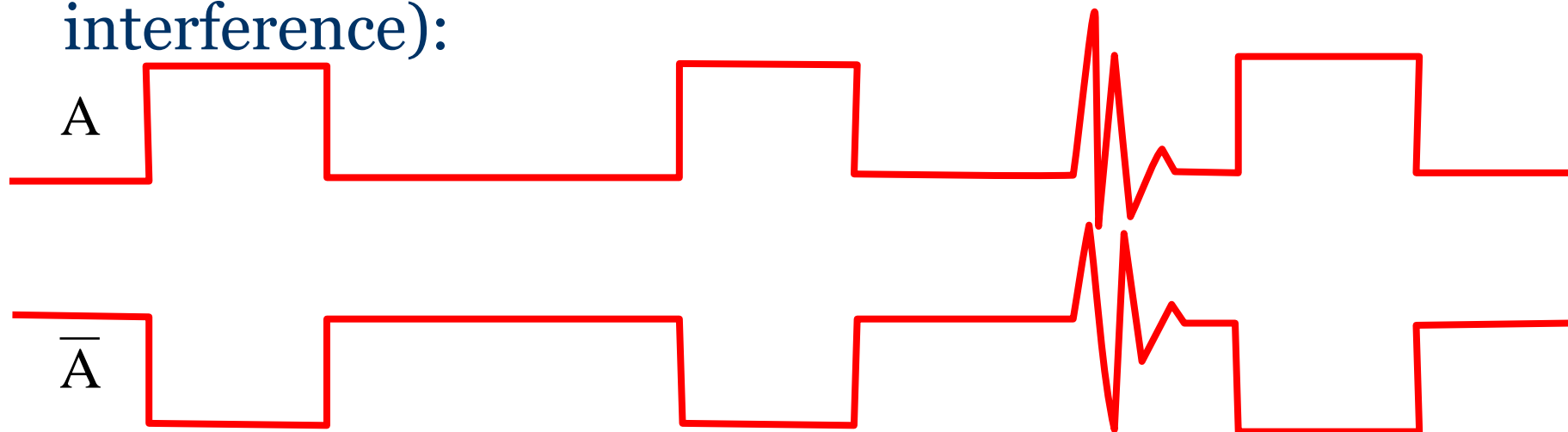
Digital signals handling

- Usually, digital signals are “single ended”: voltage is referenced to ground (GND)
- Not normally a problem, but...
- Digital signals can be subject to **interference**
- If interference causes a “spike”, this can be wrongly interpreted as a pulse
- Will cause system to lose correct count



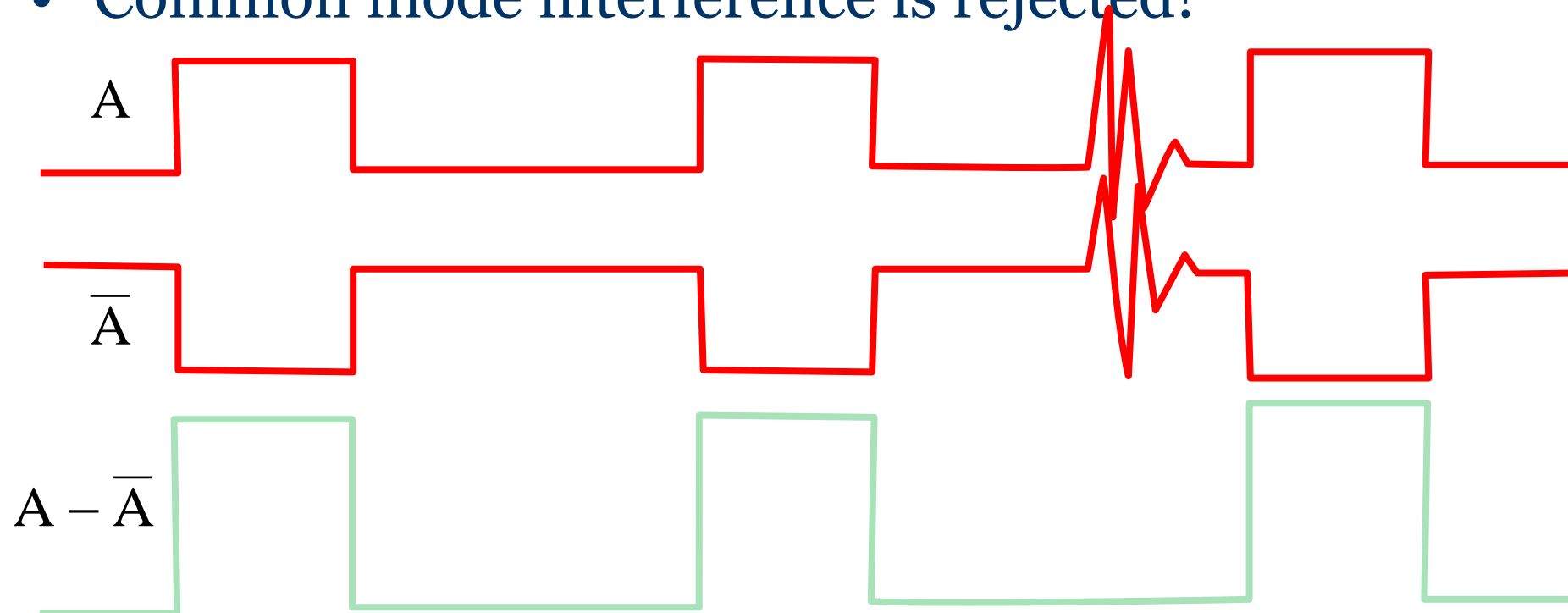


- To avoid this, we sometimes use **differential signals**
- Each signal involves 2 complementary lines (one goes up when other goes down),
- Both pick up **same spike** (common mode interference):

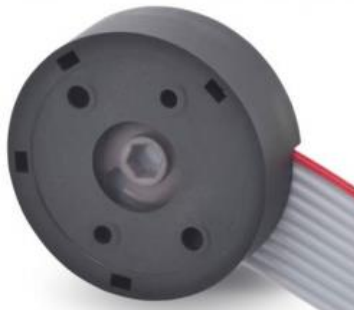




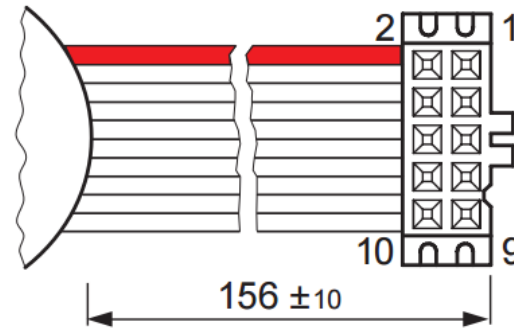
- Circuitry which takes in these signals is only sensitive to the **difference** between them
- Common mode interference is rejected!



- Sometimes used on things like **optical encoders** where critical to avoid false pulses



Pin Allocation



- 1 Motor +
- 2 V_{CC}
- 3 GND
- 4 Motor -
- 5 Channel \bar{A}
- 6 Channel A
- 7 Channel \bar{B}
- 8 Channel B
- 9* Channel I (Index)
- 10* Channel I (Index)

DIN Connector 41651/
EN 60603-13
flat band cable AWG 28
*version with 3 channels



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Digital signals handling

Optical isolation

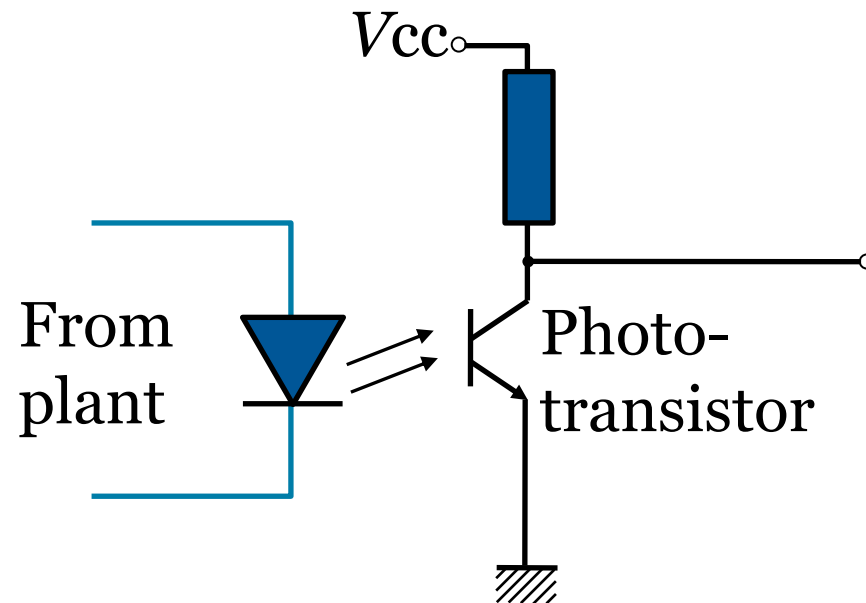


- Try to avoid having **direct electrical connection** between the plant and computer
- This is in case:
 - A fault develops on the plant (want to avoid **high voltages** etc. **damaging computer**)
 - There is **interference** e.g. potential difference between plant and computer
- Instead, have **optical isolation** between plant and computer



Digital signals: optical isolation

- Signal from (say) plant operates LED which shines on phototransistor
- Information is transferred without connection!





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Analogue signals

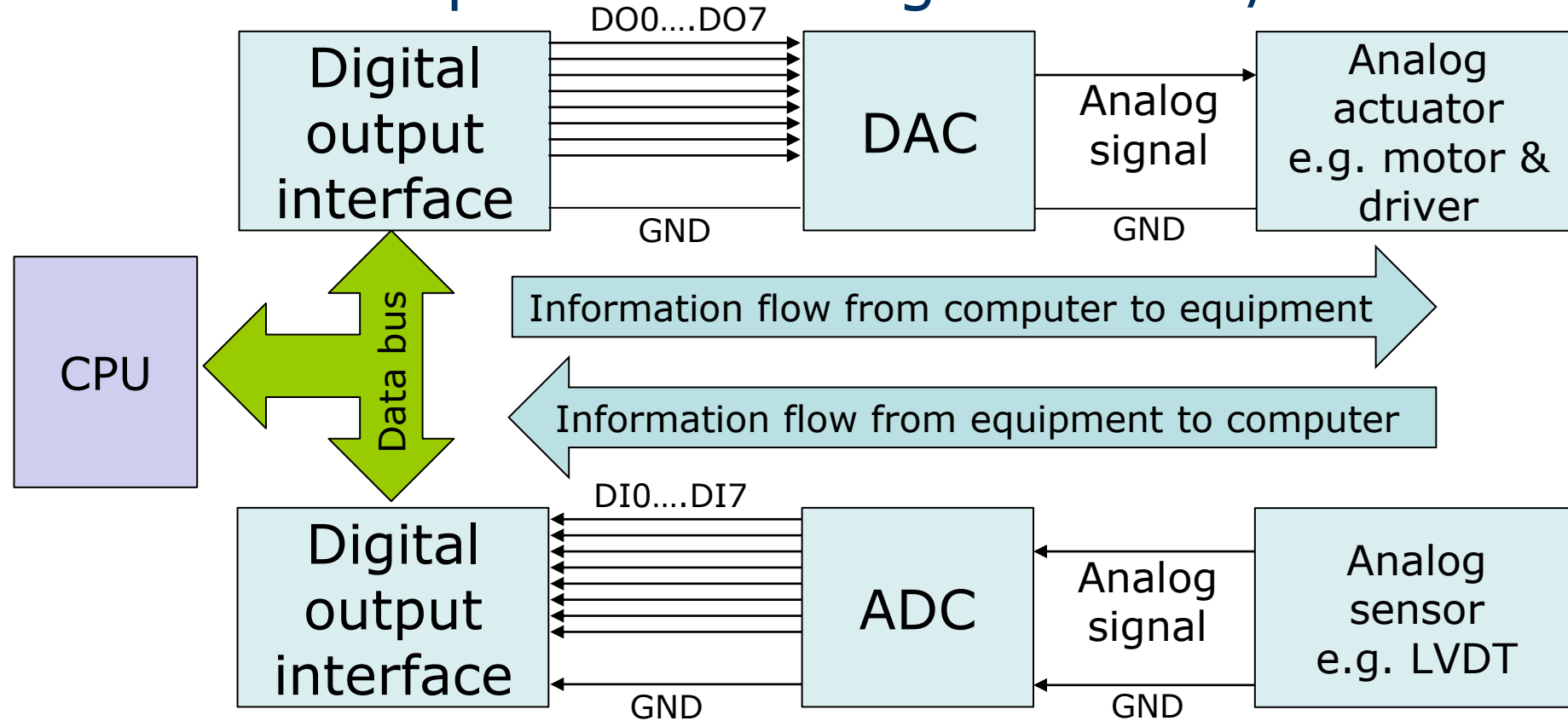
Introduction



- Value e.g. voltage “analogous to” a quantity
- May be **AC** (Hz, kHz, MHz...) or **DC**;
- Very often a voltage (**0/10 V** or **-10/+10 V**)
- Can be a current: **4/20 mA** is often used in process plant control
- **Infinitely variable**: resolution is limited by interference.
- **Cannot** connect directly to computer - need **analogue/digital** conversion

Why/how do we want to interface to computer?

Connect computer to analogue sensor/actuator





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Analogue signals

Types



Analogue signals: single ended or differential?

- Our sensor, signal source etc. produces a **voltage** related to (proportional to) value we try to measure
- Voltage here means **potential difference**
- But potential difference (PD) **between** what and what?
 - PD of a wire with respect to **ground**?
 - PD of a wire with respect to **another wire**?
 - What if the second wire is **not** at ground?



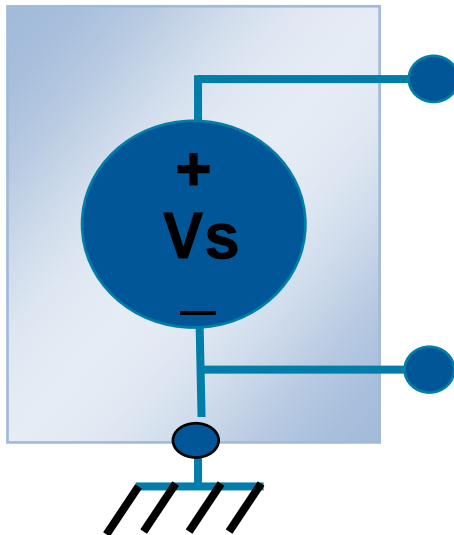
In other words, do we treat it as:

- **Single ended**: referenced for example to ground, earth, chassis etc.
- **Differential**: carried on two wires, absolute voltage unimportant, interested only in **difference**

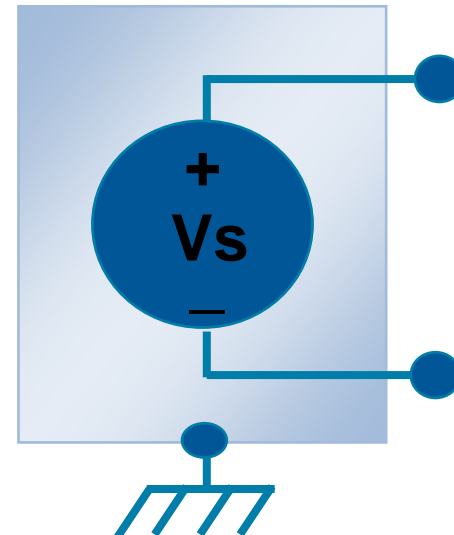
Signal Source Categories

Signal Source

Grounded



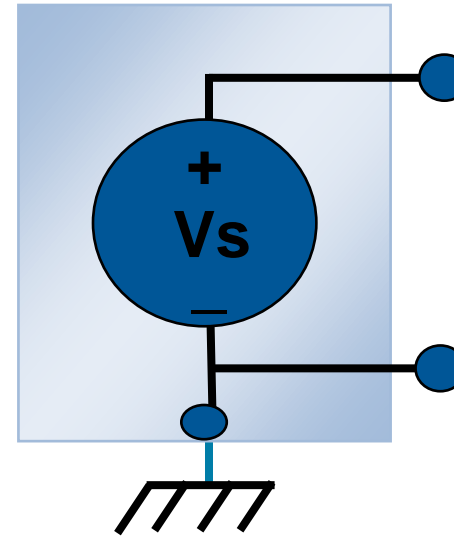
Floating (ungrounded)



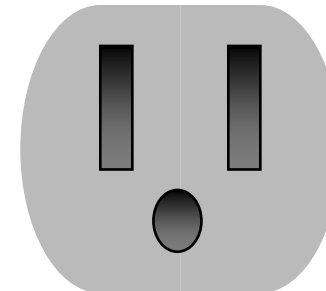
Signal Source Categories

- Signal is referenced to a system **ground**
 - Earth ground
 - Building ground
- Examples:
 - Power supplies
 - Signal Generators
 - Anything that plugs into a grounded, electrical wall socket

Grounded

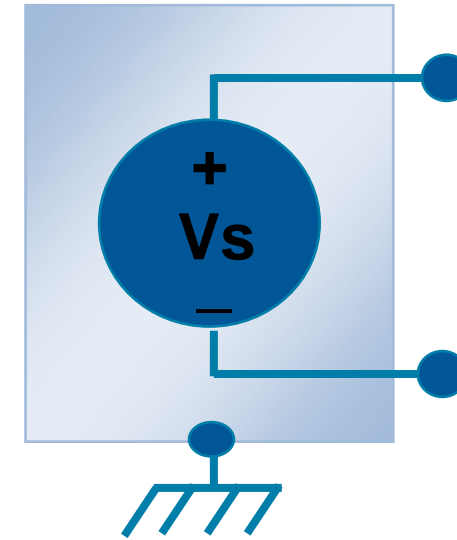


Grounded wall socket

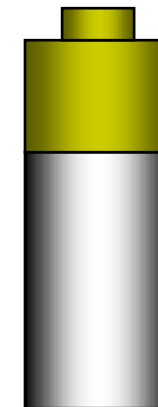


- Signal is **NOT** referenced to a system ground
 - Earth ground
 - Building ground
- Examples:
 - Batteries
 - Thermocouples
 - Transformers
 - Isolation Amplifiers

Floating



Battery





Analogue signals: single ended or differential?

- Analogue signals have (theoretically) infinite resolution, but our enemy is **interference**
- A good **differential** input will reject common-mode voltages
- But differential inputs tend to **cost more** than **single-ended** (typically referenced to ground)



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Analogue signals

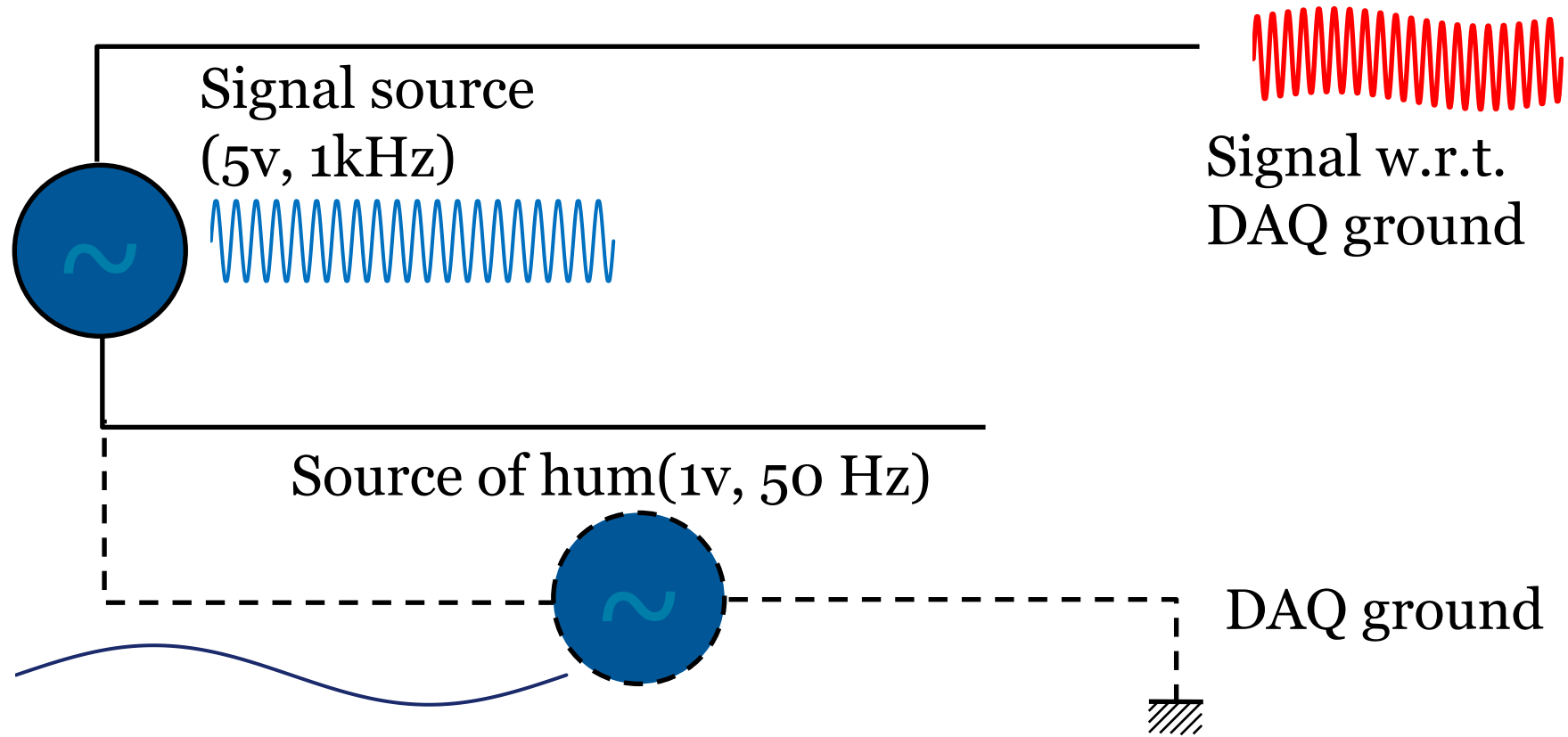
Common mode rejection for single-ended



Common mode rejection for single-ended

- Example: supposed we have a **signal source** consisting of a **1 kHz signal**
- Nominally it is of amplitude **5v** with respect to the signal source's **ground** (0v rail)
- But source is **not properly grounded** and its **0v rail fluctuates with 1v, 50 Hz** (“humming”), with respect to the measuring system (DAQ) ground
- We want to **ignore** the hum (**reject common mode**) and measure only the true signal

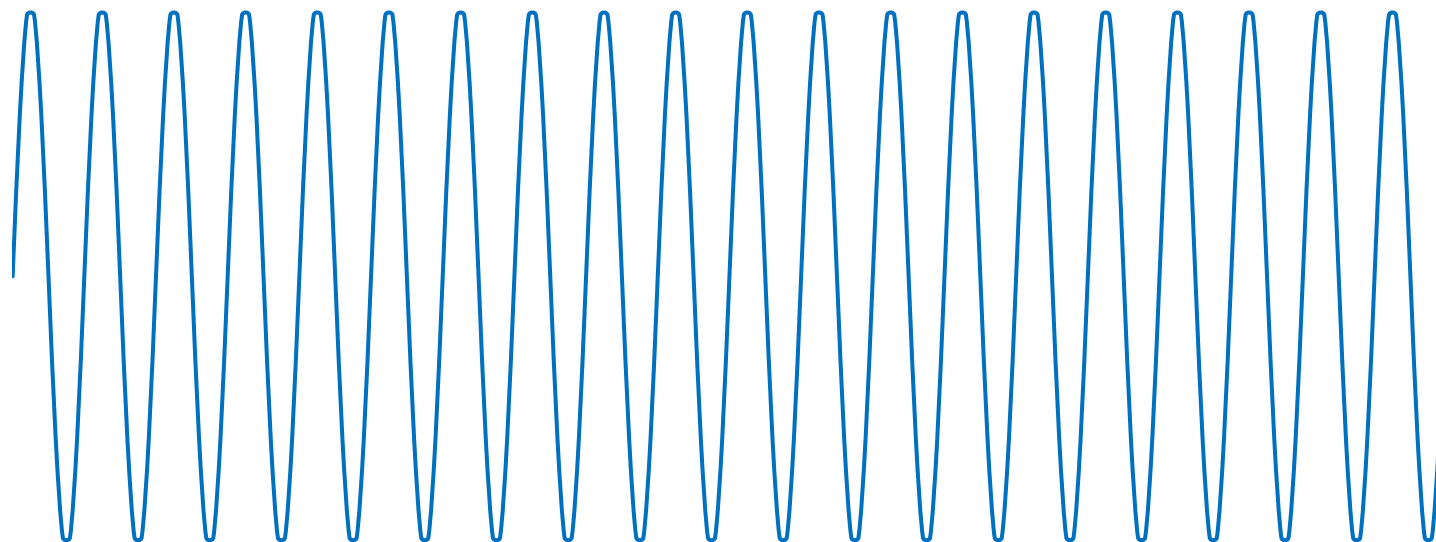
Common mode rejection for single-ended: Example





Common mode rejection for single-ended: Example

Signal
wrt source
OV



Source ov
wrt DAQ GND

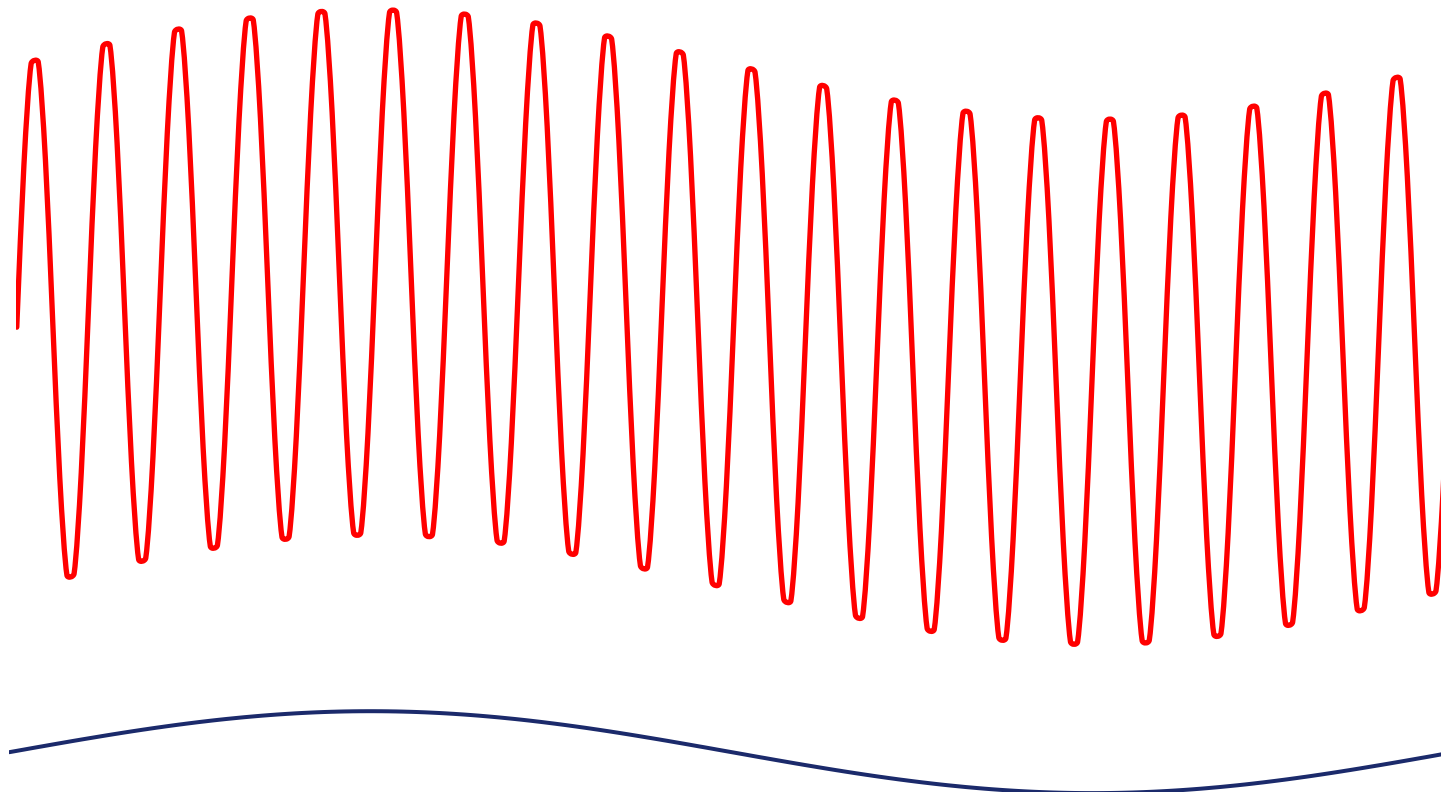




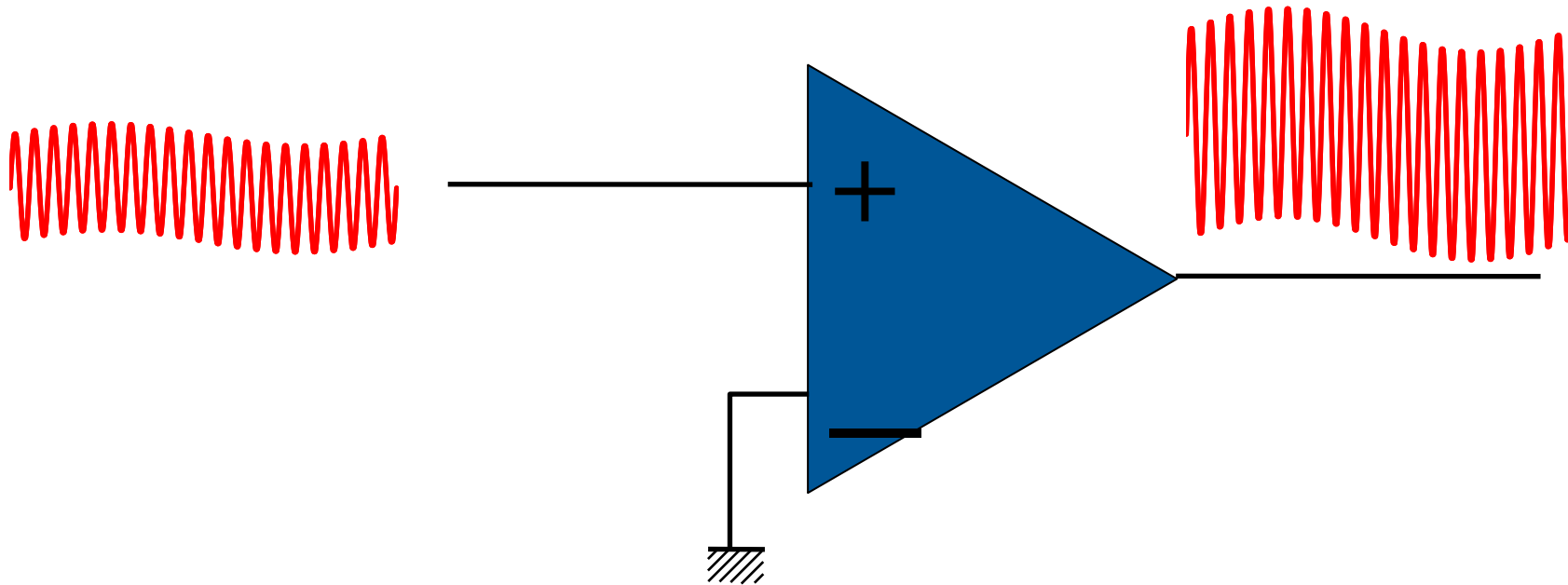
Common mode rejection for single-ended: Example

Signal
wrt DAQ
ground

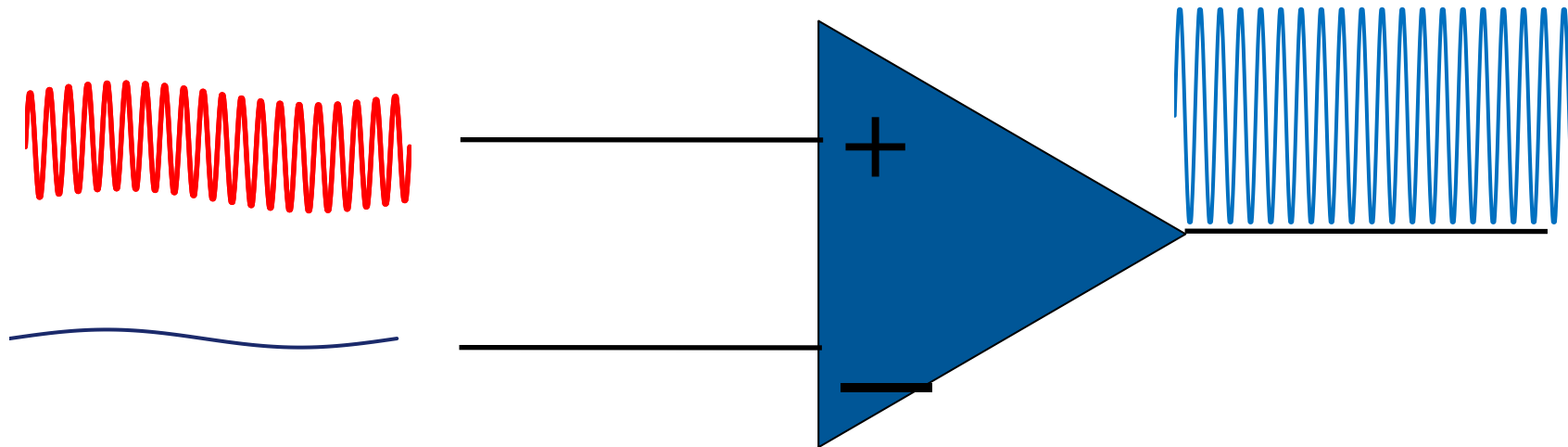
Source GND wrt
DAQ GND



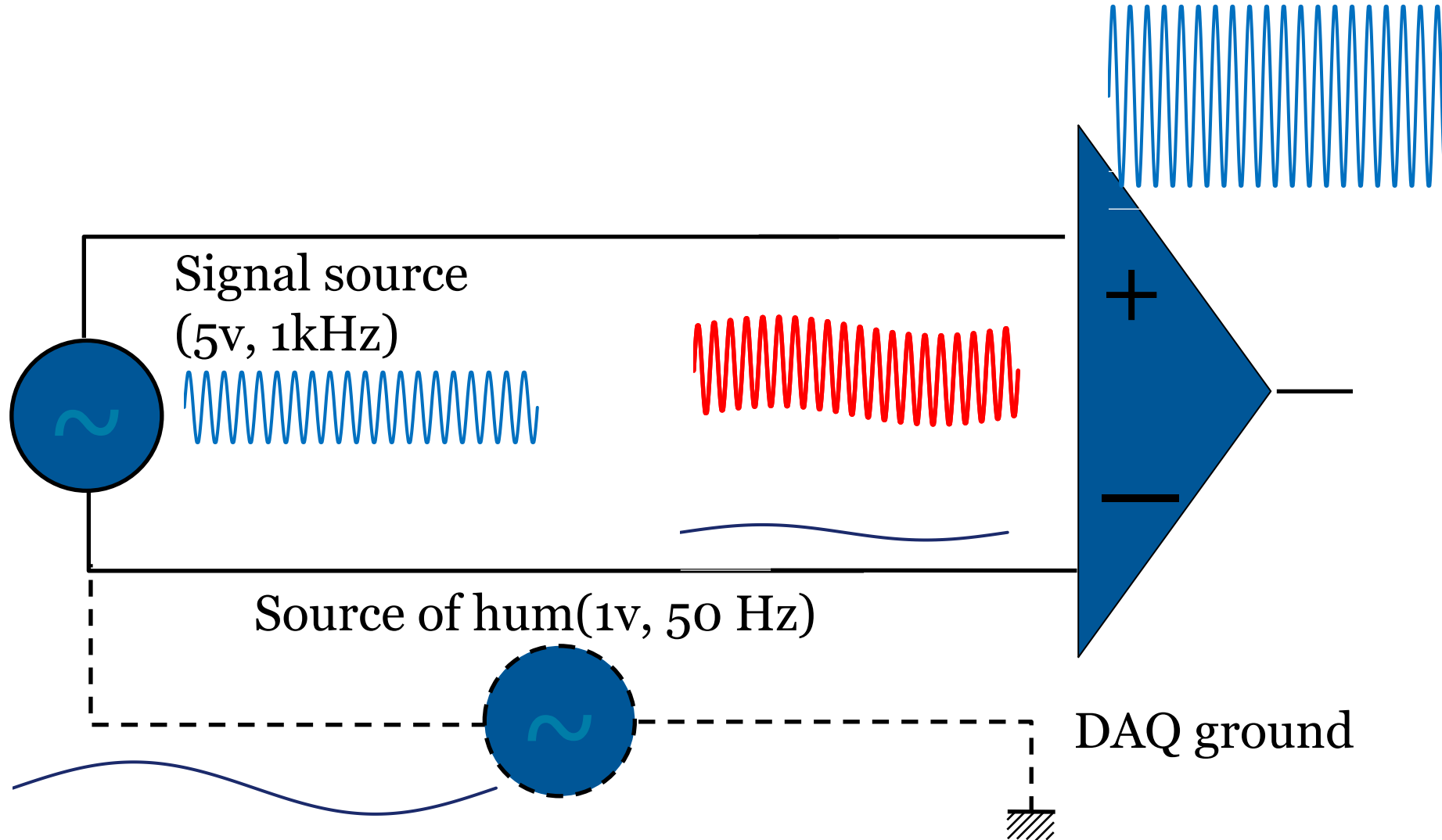
- Taking the signal directly into a single-ended DAQ system (measuring wrt its own GND) will measure the signal plus the hum



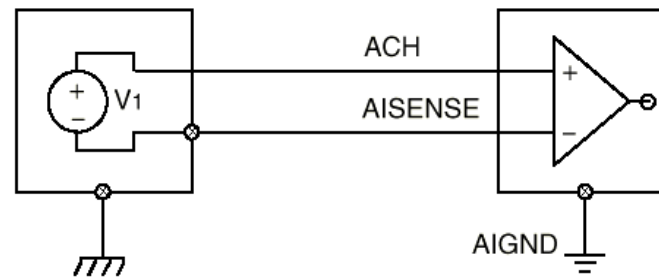
- Taking the signal and 0v lines from the source into differential inputs will reject the common mode hum and recovers pure signal



Common mode rejection for single-ended: Example



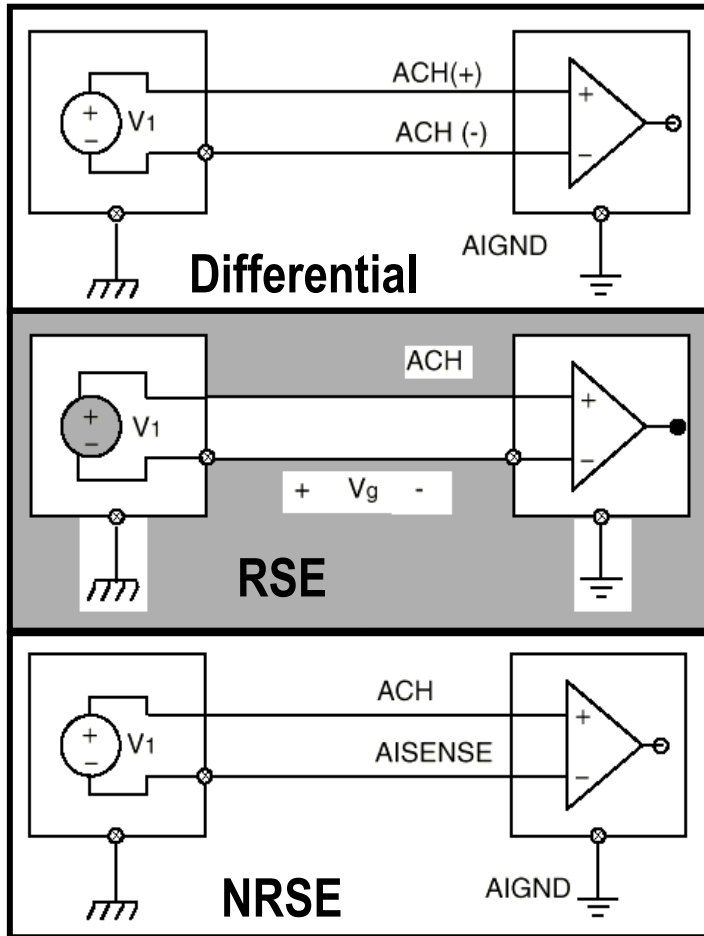
- A problem: N channels of input can only be used for $N/2$ differential signals
- A partial solution: can use a single “sensing” input to eliminate changes in potential of remote ground: “non-referenced single ended” input



Common mode rejection for single-ended: Problems



Options for Grounded Signal Sources



Better

- + Rejects common-mode voltage
- Cuts channel count in half

Not Recommended

- Voltage difference (V_g) between the two grounds makes a ground loop that could damage the device

Good

- + Allows use of entire channel count
- Does not reject common-mode voltage



What do we conclude from all this?

- Unless we are sure our **signal source is floating** (not grounded), or unless the **signal source shares an earth with the ADC**, best to use **differential input**
- But differential ADCs tend to be more expensive and/or involve using **twice** the number of input channels



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Digital to Analoge Converter (DAC)



Reminder of **why** we need data conversion...

- Computers are inherently **digital**
 - Sometimes input data from sensor are also in digital form

 - However we often need to collect data from **analogue** devices within a control loop:
 - Position (e.g. Potentiometer or LVDT)
 - Temperature (from thermocouple)
- Etc.



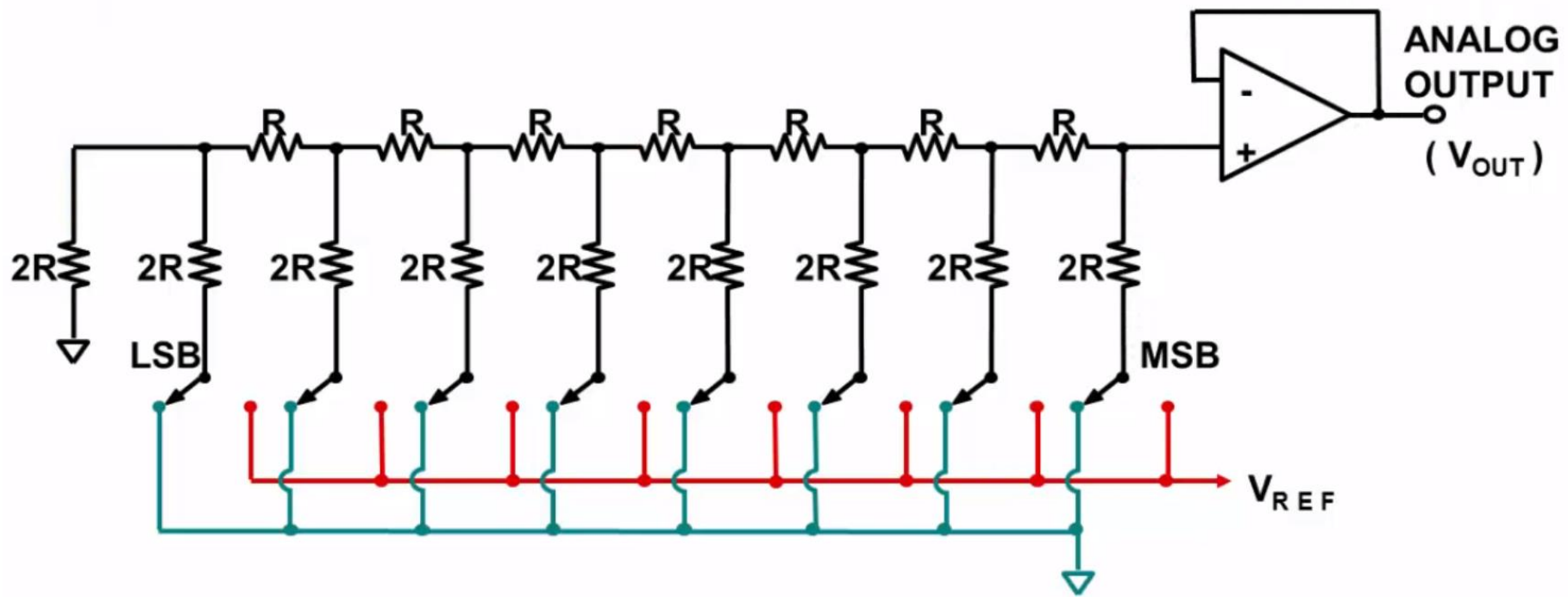
- Need to convert between analogue and digital formats at:
 - The right time (synchronisation)
 - The right rate (conversion rate/frequency)
 - The right accuracy (precision, no. of bits)
- Need to revise and enhance our understanding of:
 - Digital/analogue converters (DACs)
 - Analog/digital converters (ADCs)



- These take **digital data** from a parallel data source e.g. an output port, on a number (e.g. 8) of **parallel wires**, and produces an **analogue output proportional** to the numerical value of the binary data.
- In the following examples, the **data lines** may be regarded as operating (solid-state) **switches** in the DAC circuitry.

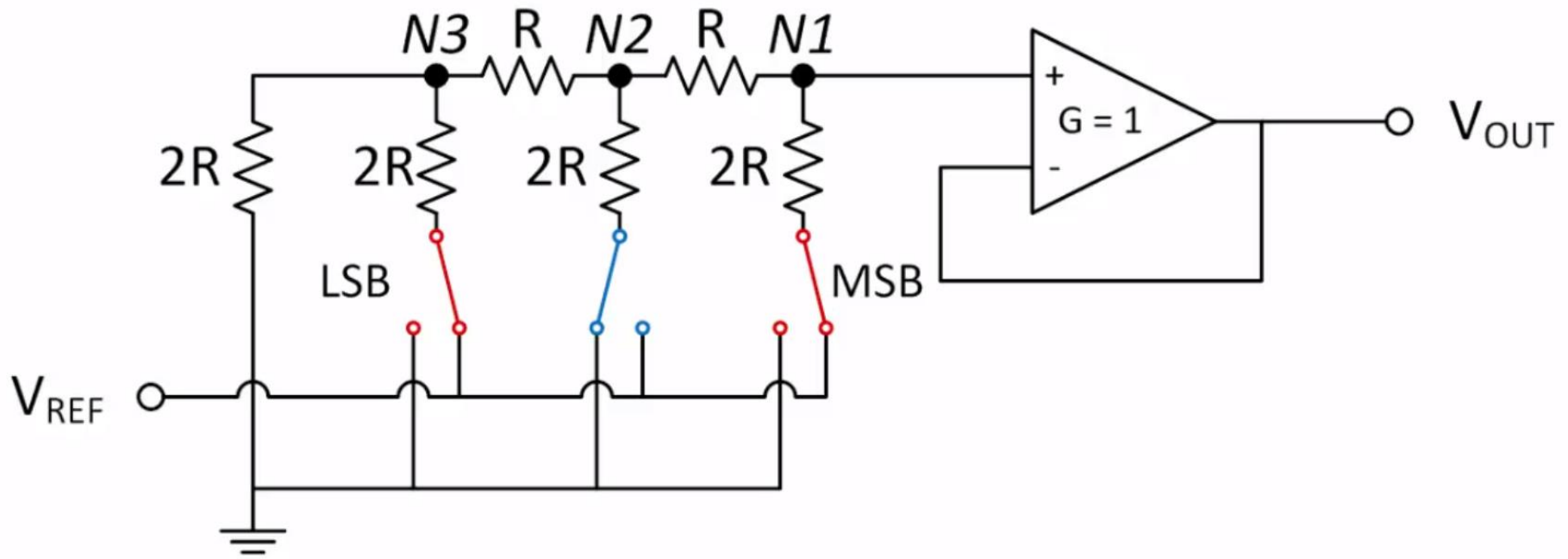


R-2R Ladder DAC

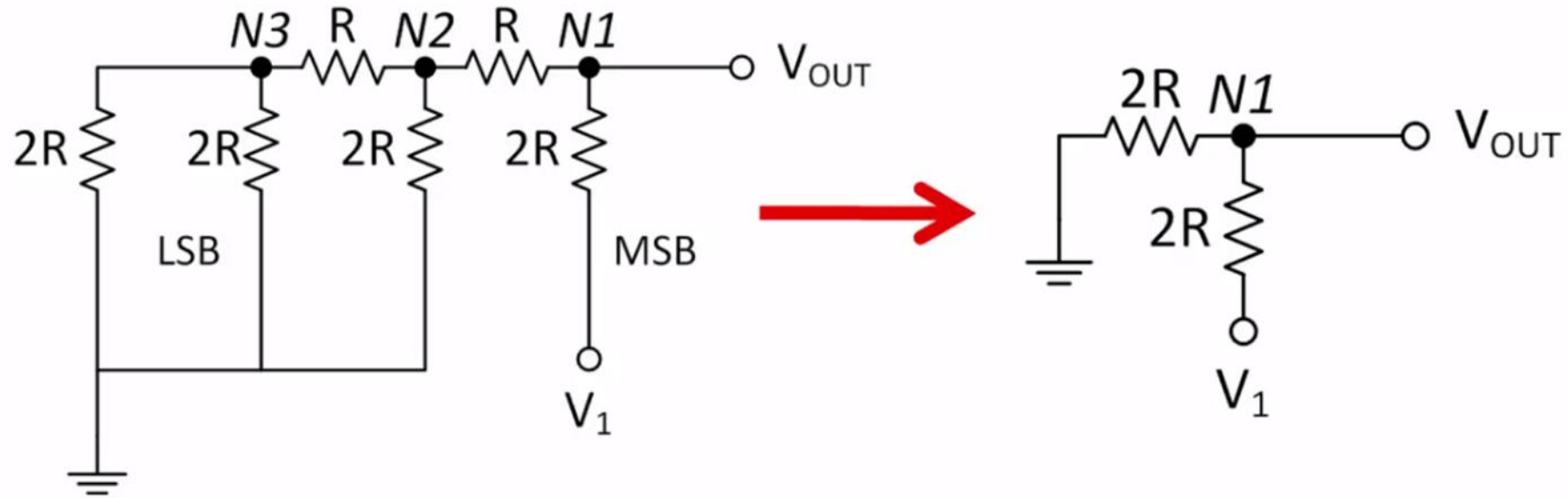




R-2R Ladder DAC: How does it work?!



R-2R Ladder DAC: How does it work?!

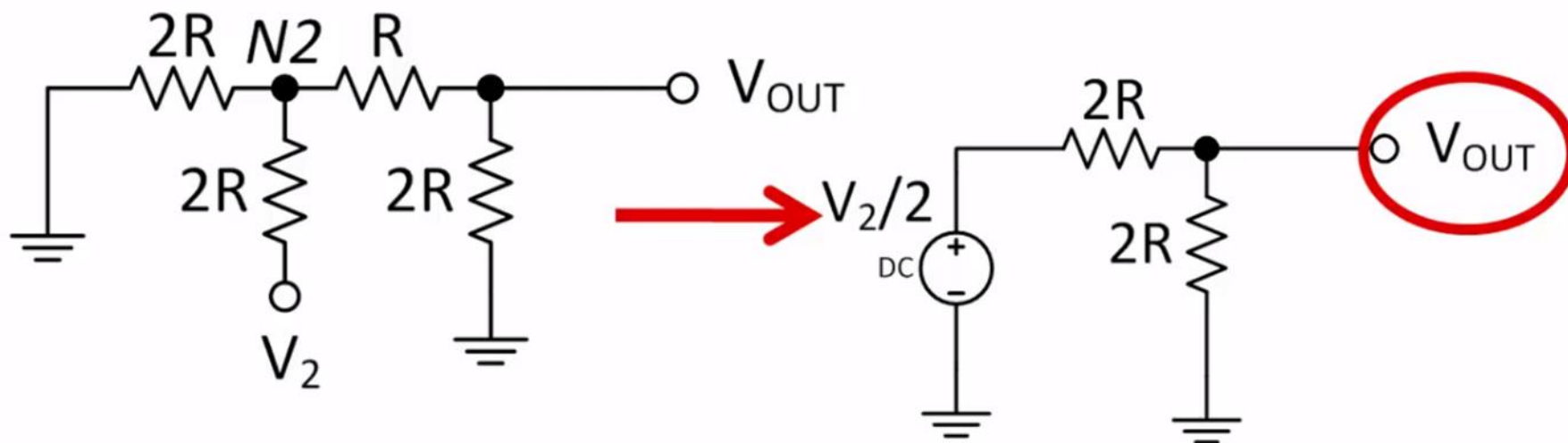


Superposition method
V₁ is on V₂ and V₃ are off

$$V_{OUT,1} = \frac{V_1}{2}$$



R-2R Ladder DAC

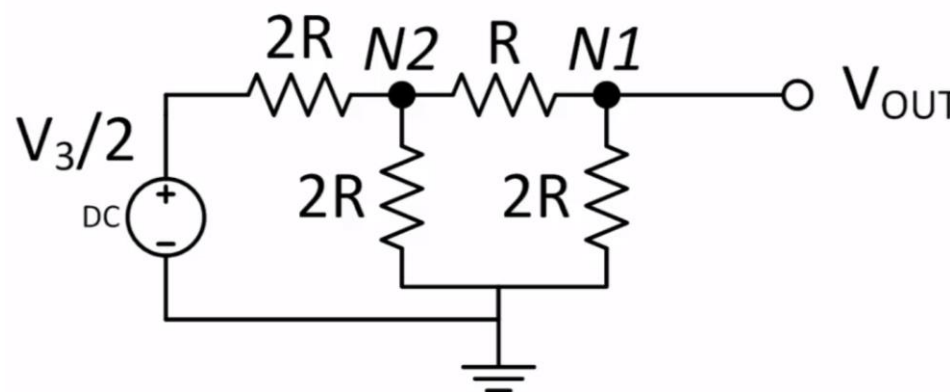
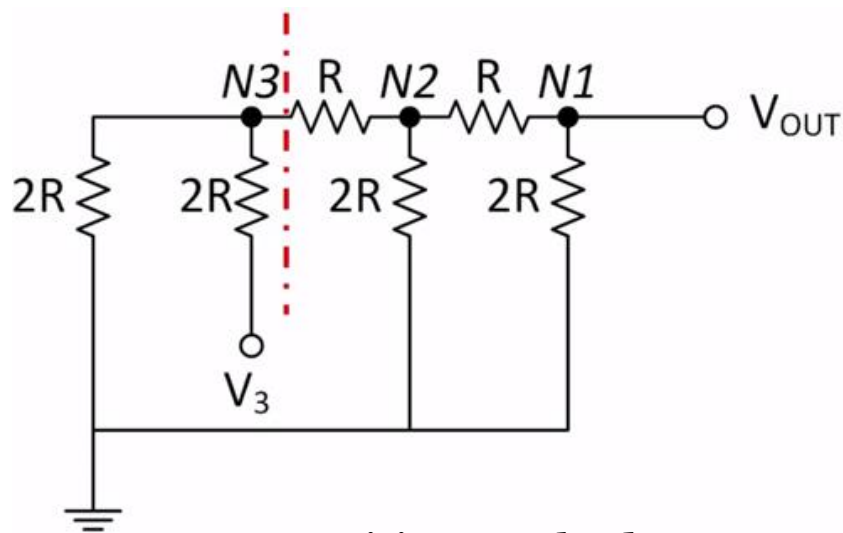


$$V_{OUT,2} = \frac{V_2}{4}$$

Superposition method
V2 is on V1 and V3 are off
+
Thevenin theory



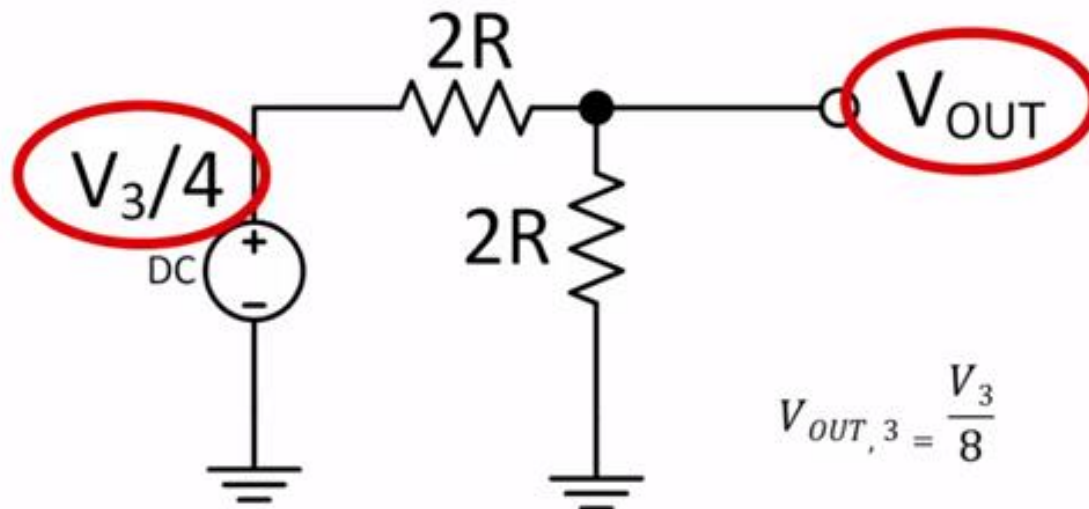
R-2R Ladder DAC



Superposition method
 V_3 is on V_1 and V_2 are off
+
Thevenin theory



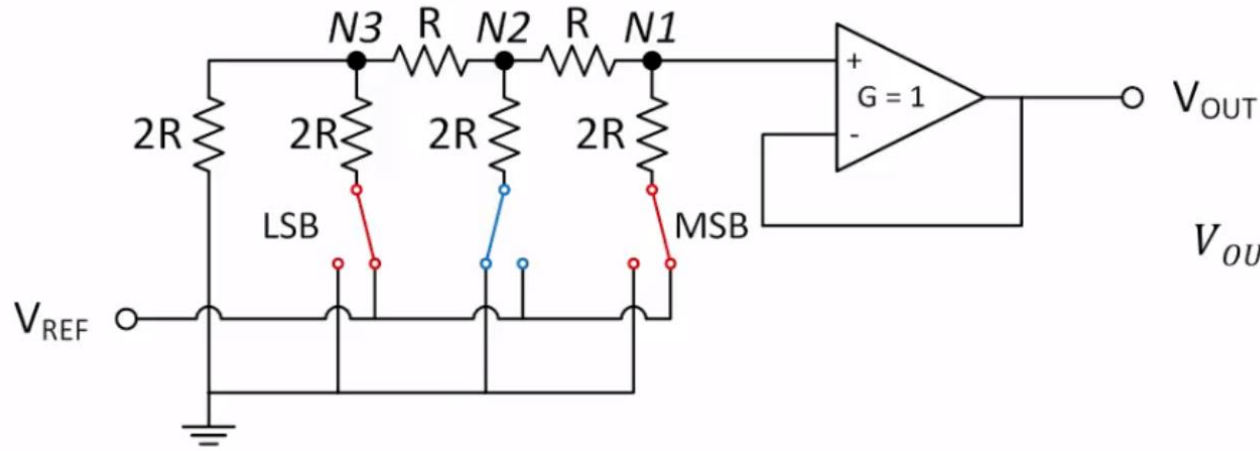
R-2R Ladder DAC



Superposition method
 V_3 is on V_1 and V_2 are off
+
Thevenin theory



R-2R Ladder DAC



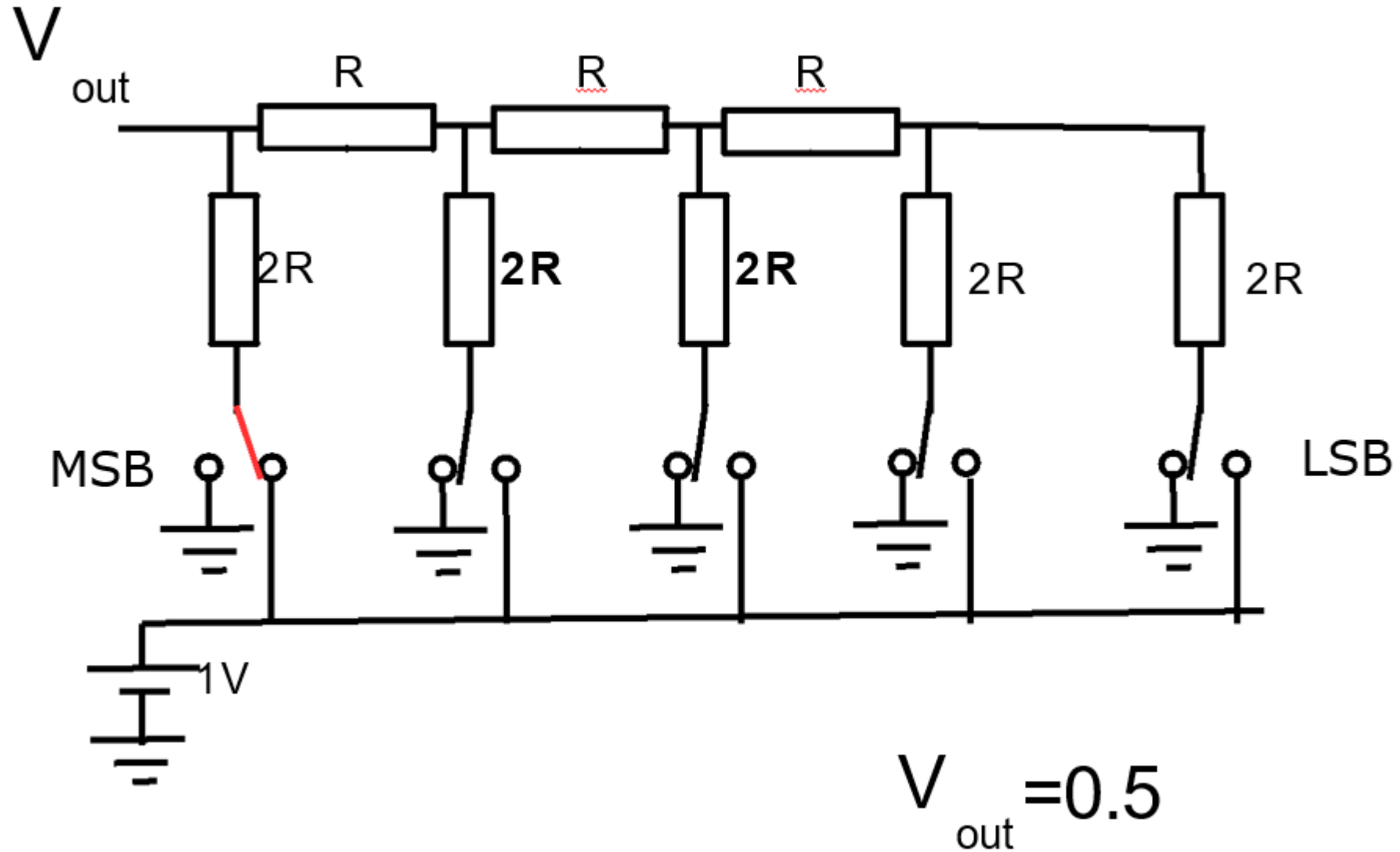
$$V_{OUT} = V_{REF} \left(\frac{1}{2} + \frac{0}{4} + \frac{1}{8} \right)$$

$$V_{OUT} = V_{REF} \left(\frac{5}{8} \right)$$

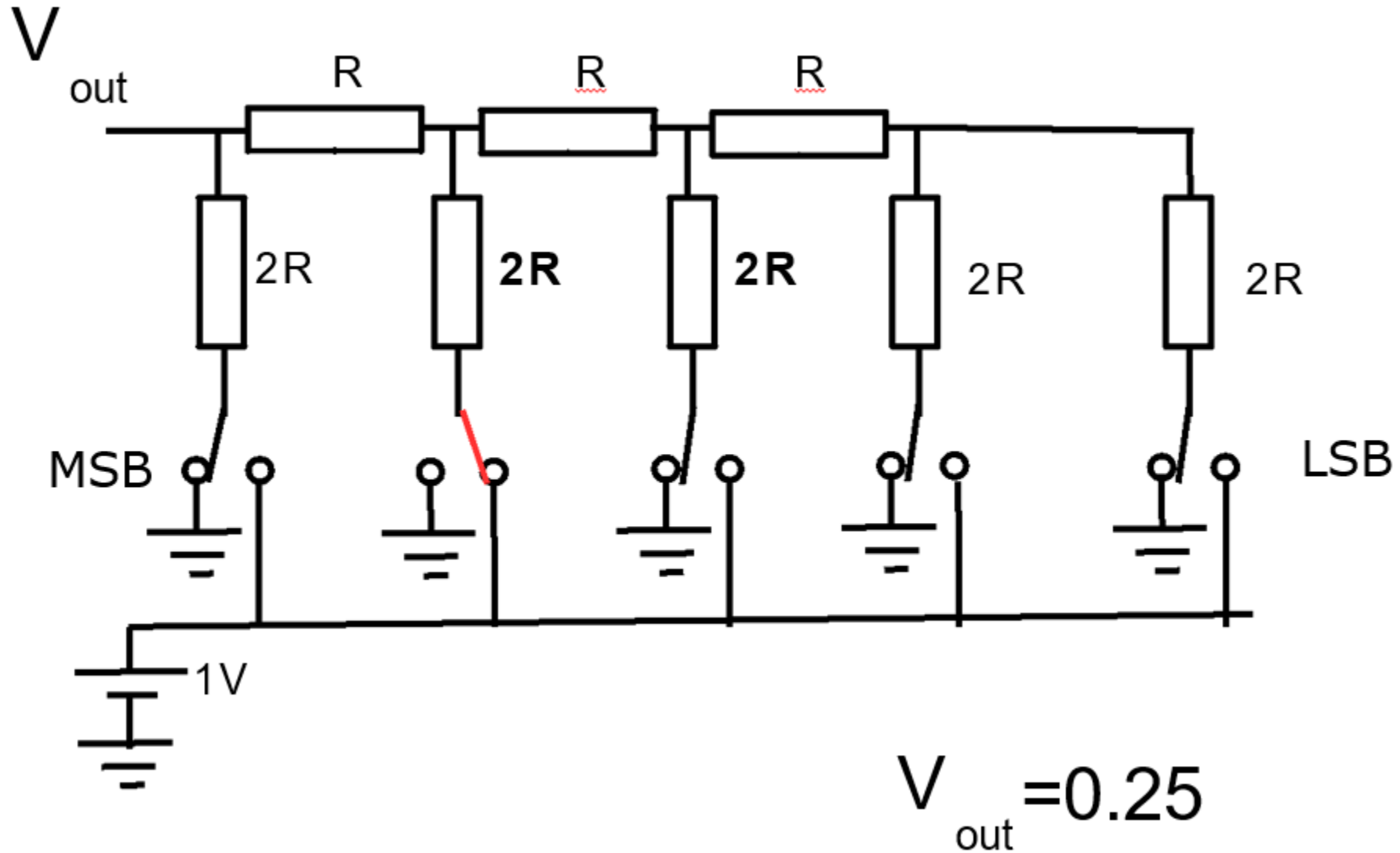
3-bit ladder: $V_{OUT} = \frac{V_1}{2} + \frac{V_2}{4} + \frac{V_3}{8}$

N-bit ladder: $V_{OUT} = V_{REF} \left(\frac{BIT1}{2} + \frac{BIT2}{4} + \dots + \frac{BITn}{2^n} \right)$

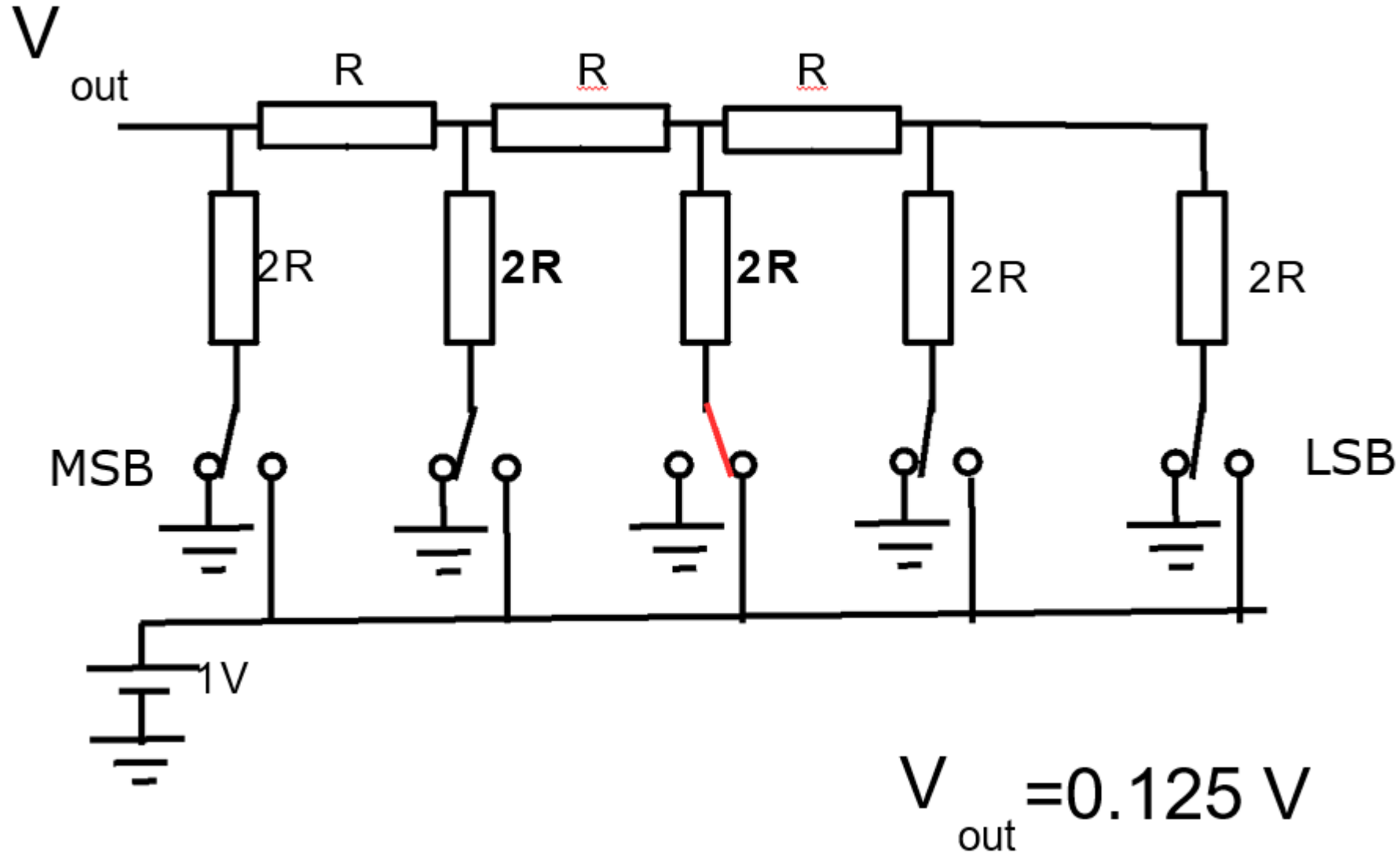
Input 1 representing binary 10000



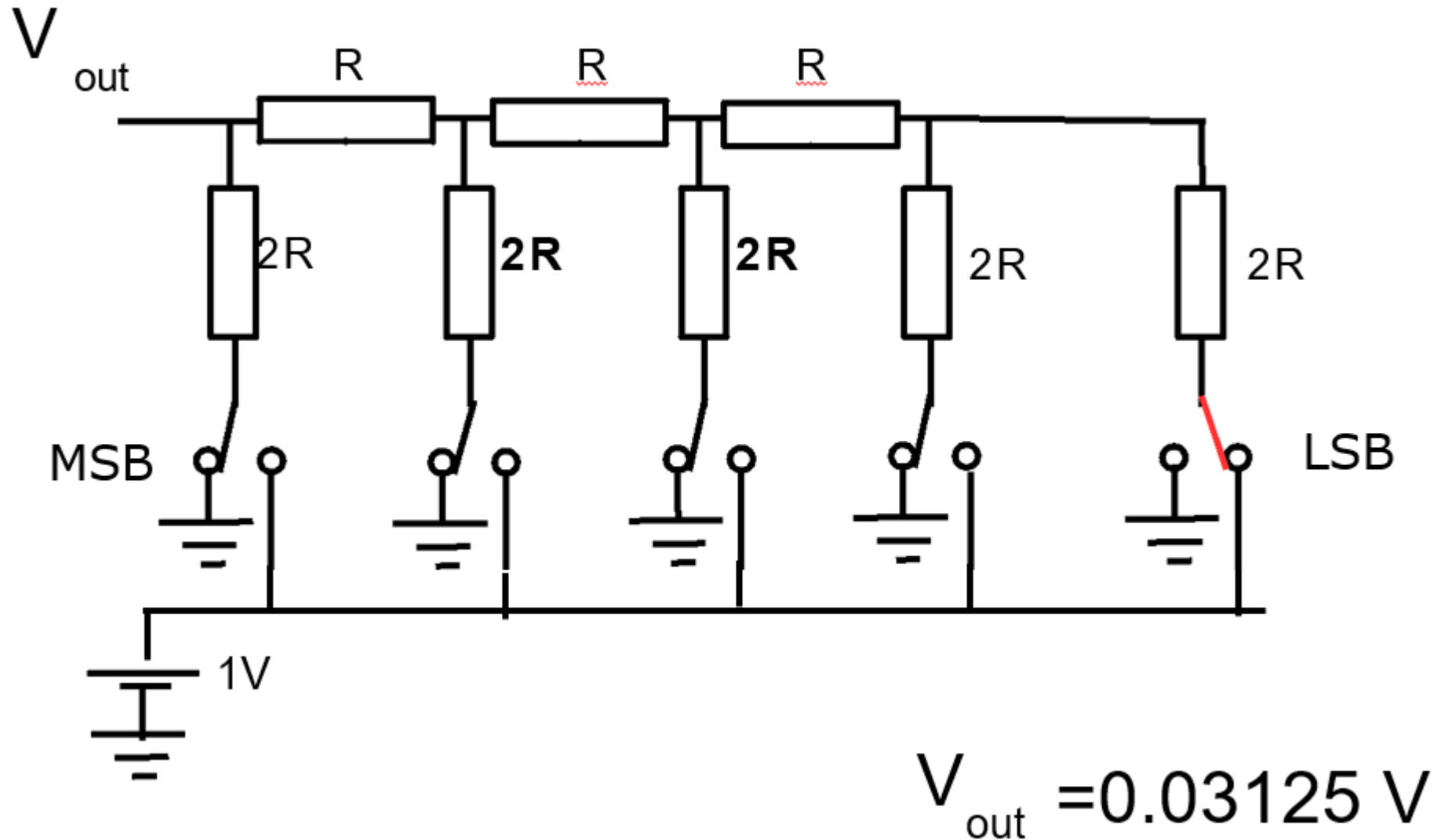
Input 2 representing binary 01000



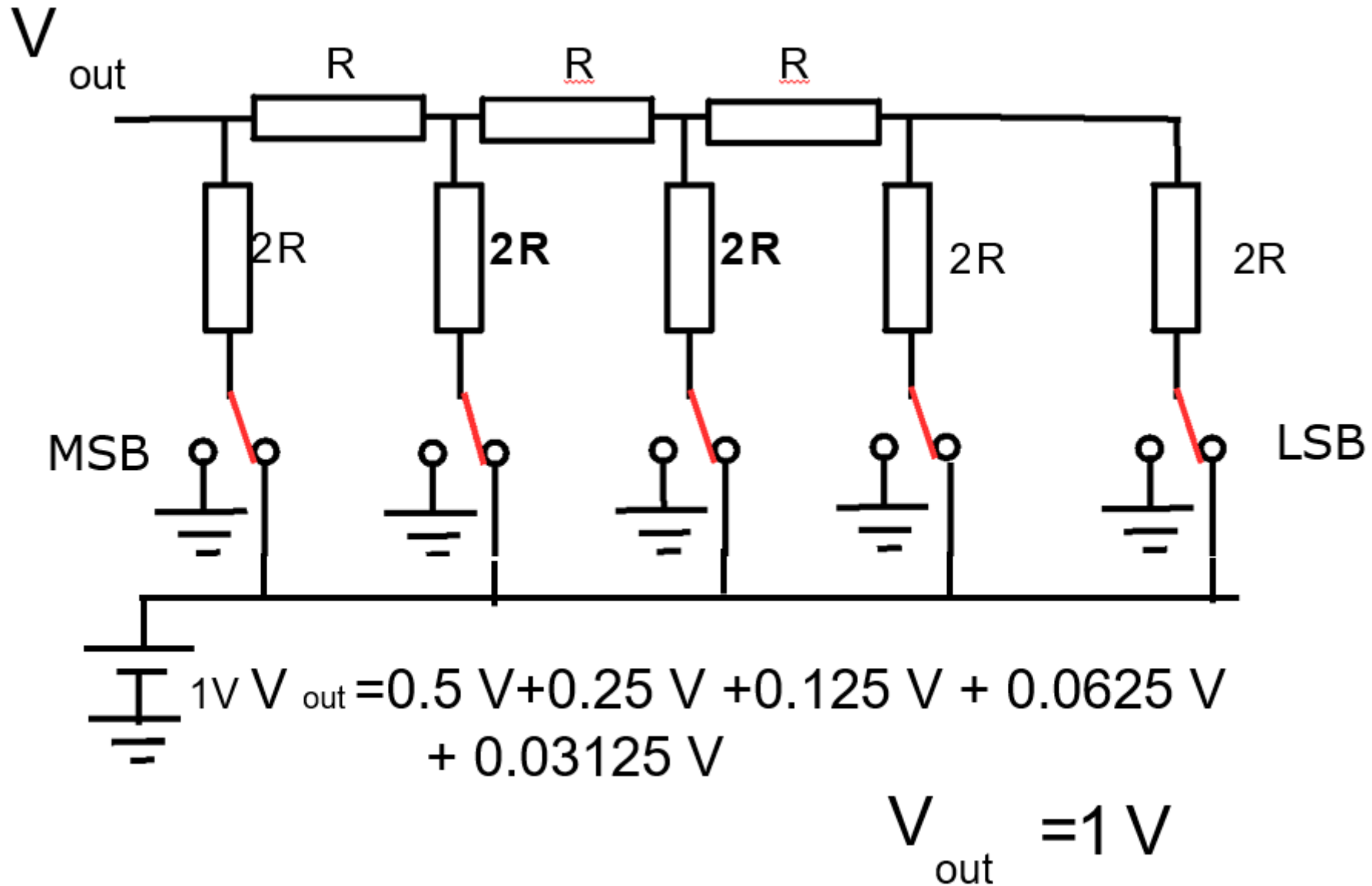
Input 3 representing binary 00100



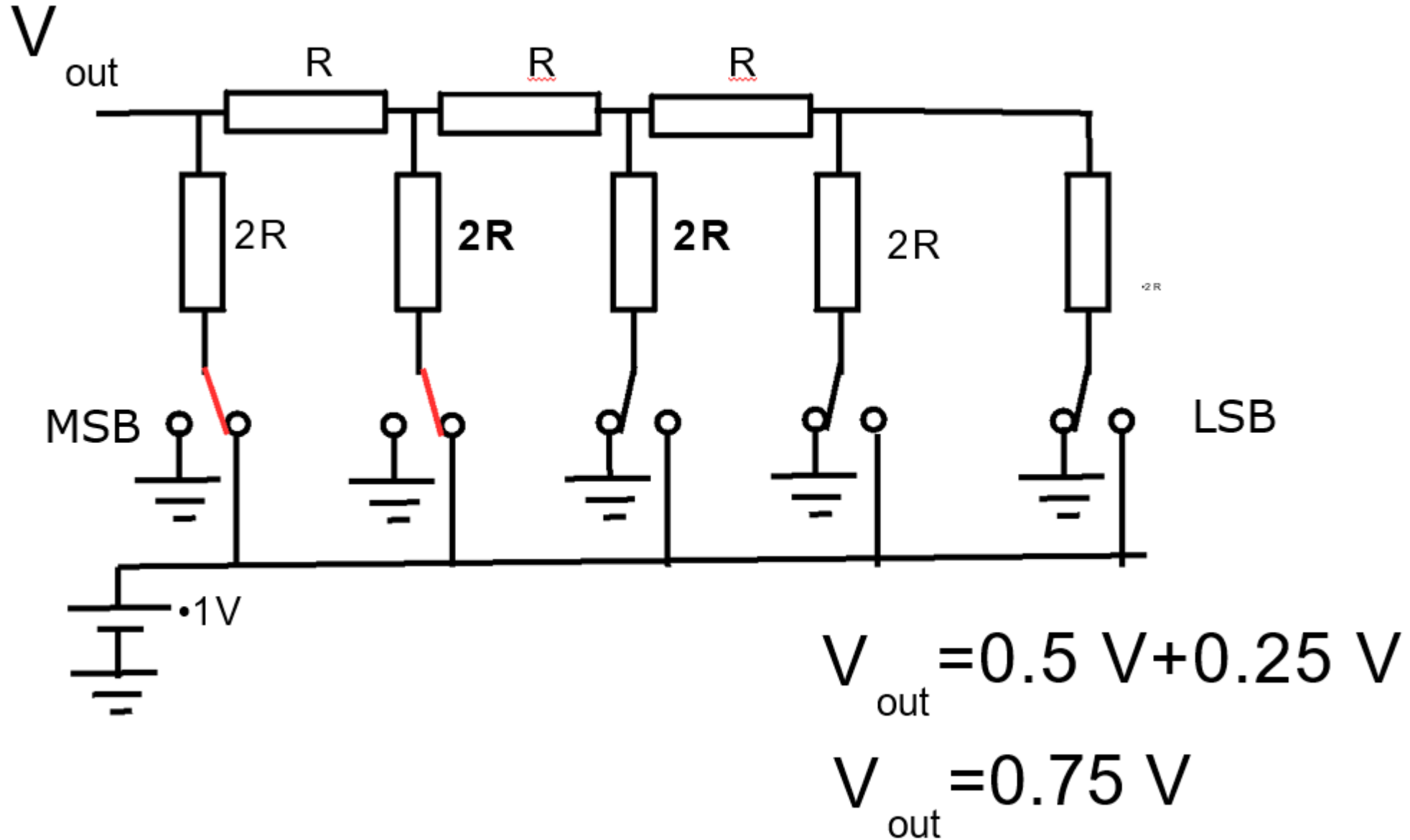
Input 5 representing binary 00001



All five inputs represent binary 11111



We can turn any combination on (e.g., 11000)





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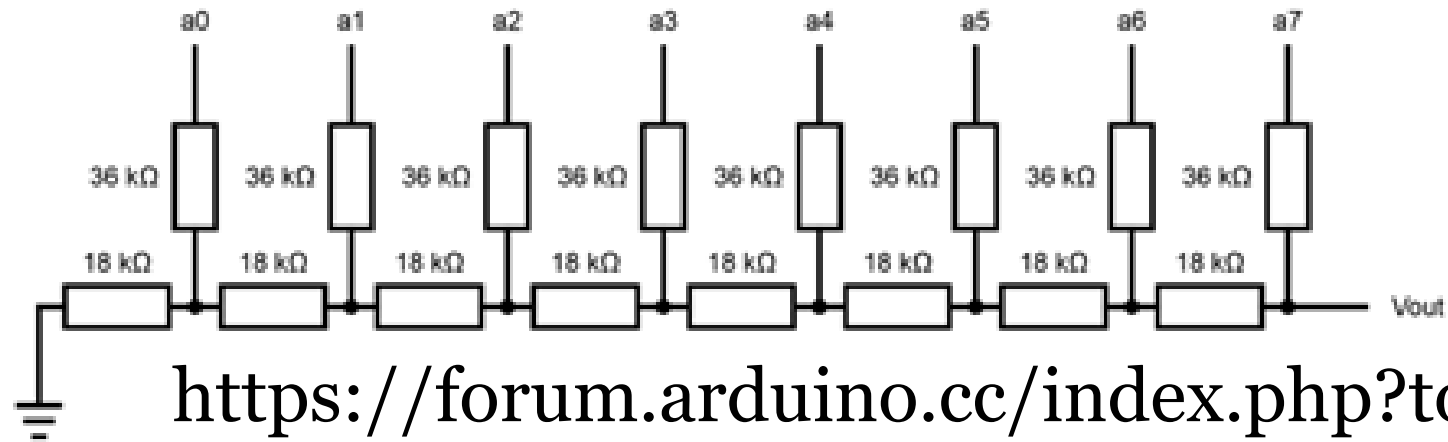
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Digital to Analoge Converter (DAC)

DAC on Arduino

Ladder DAC on the Arduino?

- Surprisingly **not accessible** on AVR/Arduino!
- Can make own crude and inaccurate version using (say) 8 digital outputs and resistors



<https://forum.arduino.cc/index.php?topic>

=150147.0

- Better: buy a ready-made DAC chip and connect to a digital port



A completely different approach...

- Very often we use a completely different approach to generating an approximation to an analogue signal
- Instead of using a DAC with many levels of output, simply switch rapidly between two levels
- A 1-bit DAC
- For example, **pulse width modulation**



Pulse width modulation

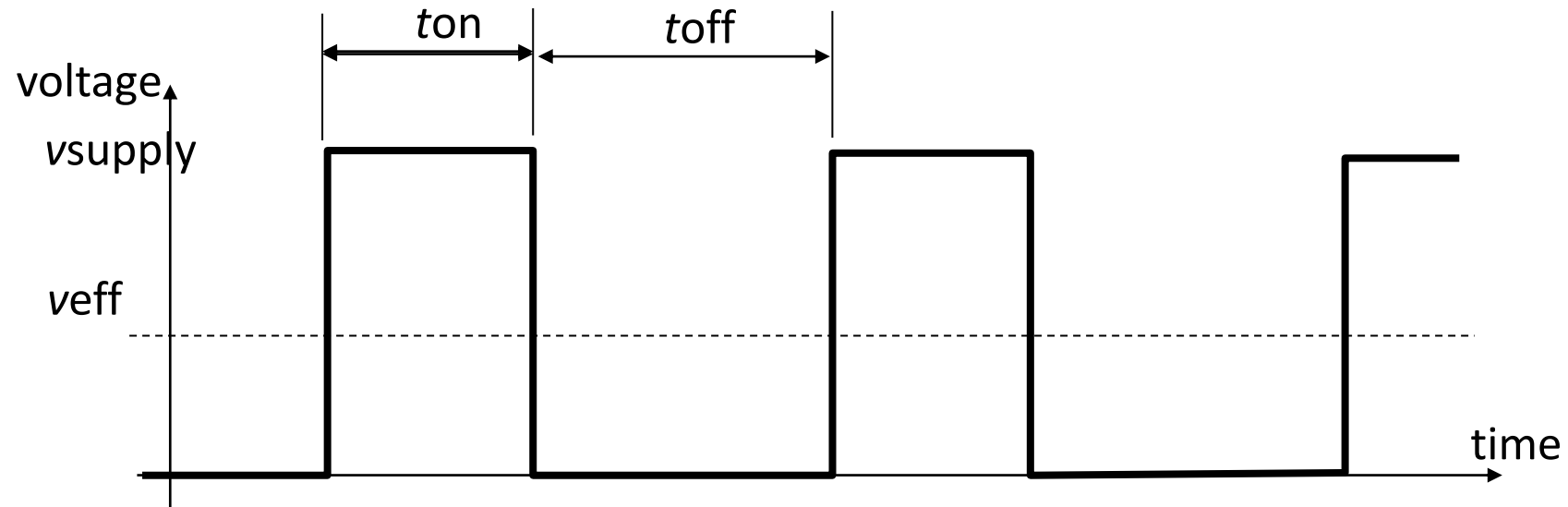
- Train of pulses of constant frequency but varying width
- Vary the “duty cycle” of a pulse train to obtain a varying effective voltage

$$V_{\text{eff}} = V_{\text{supply}} \frac{t_{\text{on}}}{t_{\text{off}} + t_{\text{on}}}$$

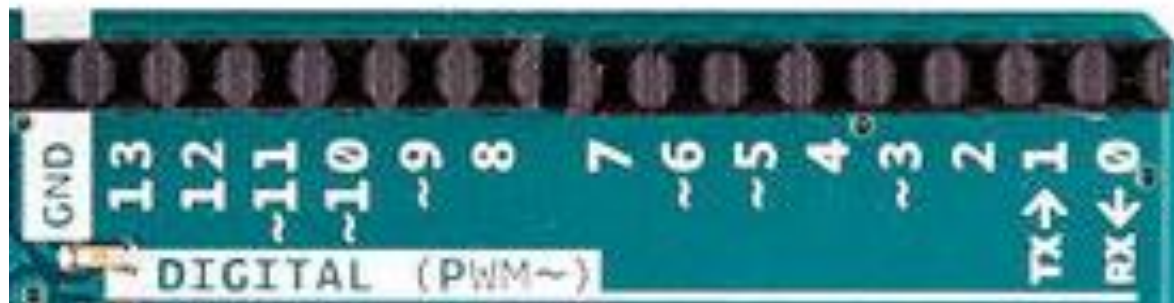


Pulse width modulation

$$V_{\text{eff}} = V_{\text{supply}} \frac{t_{\text{on}}}{t_{\text{off}} + t_{\text{on}}}$$



- Result is that motor sees a voltage whose value is proportional to the duty cycle
- Widely used in servo motor drives
- Simple and versatile
- Very effective/efficient
- This is the basis of AnalogWrite in Arduino





- Converting digital data to analogue quantity is **straightforward**: just a matter of operating switches in a circuit
- But going **the other way** needs some “intelligence” and “decision making”
- Typically make use of the D-to-A converters already described by means of a "trial and error" comparison between true signal value and the digital estimate
- Will revisit this in detail next lecture



- Considered differential digital signals and optical isolation
- Analogue signals: grounding issues, differential signals
- Digital to analogue conversion
- Pulse width modulation: a one-bit ADC