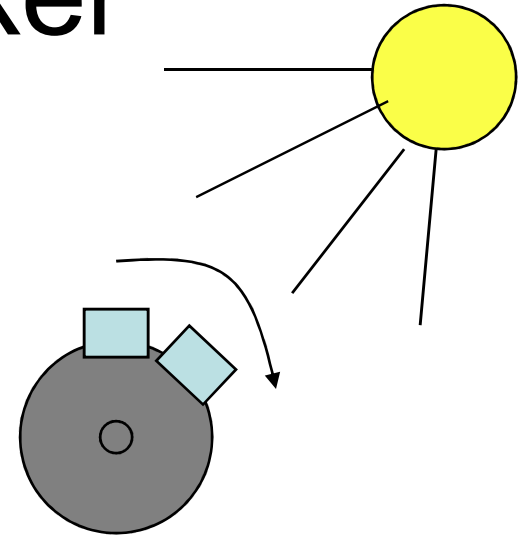


# Project: sun tracker

- Idea:
  - Use two photodiodes to detect where the sun is
  - Control a motor to turn toward the sun
  - When sun is “half-way” between PD, stop.
- Potential uses: solar cell tracking
- Components:
  - Stepper motor
  - Shift register
  - Photodiodes
  - Comparators
- Optional: build clock circuit and power with batteries to take outside



# Component list

Component name	Digi-key number*	Number needed**
Bread boards		2
Wire (jumper) pack***		1
Flexible wire		1
Shift register	296-9183-5-ND	1
555-timer	LMC555CN-ND	1
741 op-amp		2
Stepper motor	403-1013-ND	1
Photoresistor		2
Resistor pack***		1
Capacitors		4
LEDs		7
Switches		2
Battery packs		2
Batteries		8

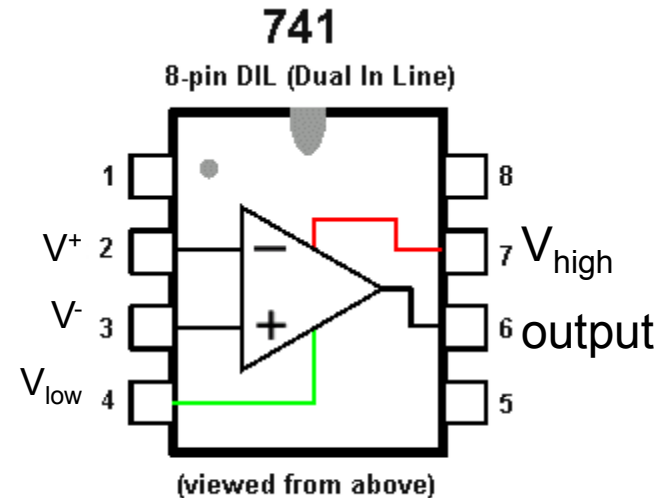
\* *What we used, many of these can be replaced with other equivalent parts*

\*\* *Recommend that you buy more than listed, as parts can burn out*

\*\*\* *easily shared between projects*

# Comparator

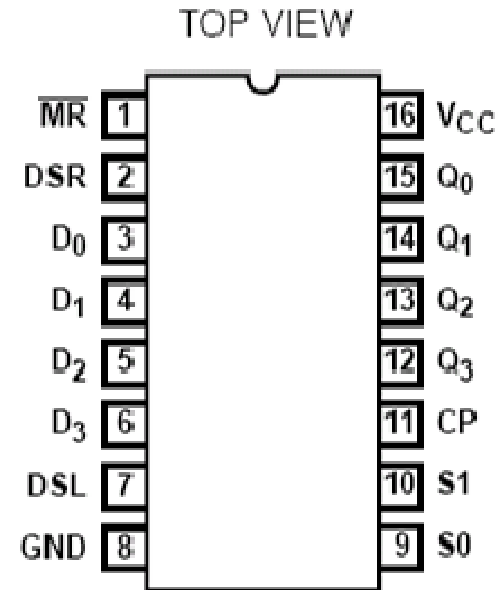
- Built using an op-amp (a 741 will do)
- Compares it's "+" and "-" inputs
  - If  $V^+ > V^-$  then output =  $V_{\text{High}}$  (a digital "1")
  - If  $V^+ < V^-$  then output =  $V_{\text{Low}}$  (a digital "0")
- Useful for converting small analog voltages into big, digital signals
- To power up, attach  $V_{\text{Low}}$  to -6V,  $V_{\text{High}}$  to +6V



- Test: attach output to LED in series with a 1k $\Omega$  resistor to ground
- Set  $V^+$ ,  $V^-$  with SMUs, confirm that LED turns on when  $V^+ > V^-$

# Shift register (1)

- A shift register is a kind of digital memory
- It has 6 data inputs:
  - Parallel data D0,D1,D2,D3
  - Serial data DSR, DSL
- It has three controls:
  - Shift controls, S0, S1
  - Clock
- It has 4 outputs:
  - Q0,Q1,Q2,Q3
  - These outputs change only when the clock changes from 0 to 1



Set VCC to 5V, VSS to 0V, pin 1 to 5V

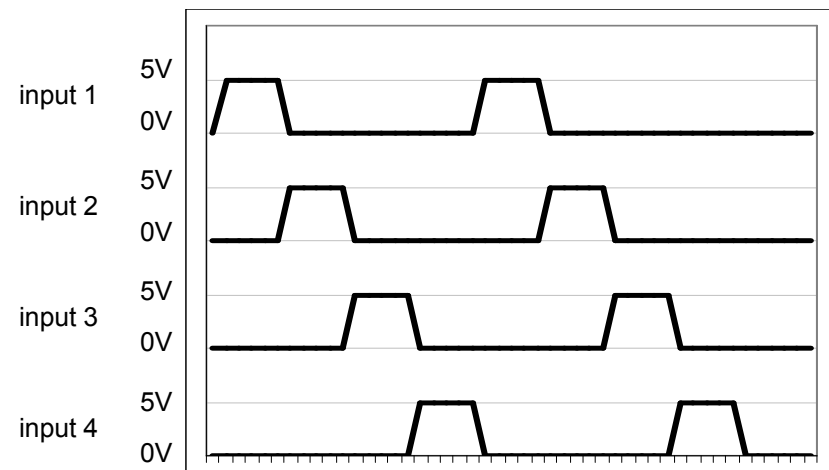
# Shift register (2)

- The shift register has 4 modes, set by  $S_0$ ,  $S_1$ , and triggered by the clock
- When  $S_0=1$ ,  $S_1 = 1$ ,
  - $Q_0 = D_0$ ,  $Q_1 = D_1$ , etc
- When  $S_0 = 0$ ,  $S_1 = 0$ 
  - $Q_0, Q_1, Q_2, Q_3$  hold their value
- When  $S_0 = 0$ ,  $S_1 = 1$ 
  - Data shifts left:  $Q_1 = Q_0$  (from before clock)  $Q_2 = Q_1$ , etc
  - $Q_0 = DSR$
- When  $S_0 = 1$ ,  $S_1 = 0$ 
  - Data shifts right:  $Q_2 = Q_3$  (from before clock)  $Q_1 = Q_2$ , etc
  - $Q_3 = DSL$
- Test:
  - attach  $Q_0-Q_3$  to 4 LEDs in series with  $1k\Omega$  resistors to ground
  - Set function generator to make a 5V square wave (2.5V offset) with frequency = 1Hz, attach it to the clock input
  - Short  $D_0, D_2, D_3$ , and SDR to ground, short  $D_1$  and SDL to 5V
- Try different combinations of  $S_0, S_1$ .
- What happens?
  - You should see things shift left or right.

# Stepper motor

- This motor has 4 inputs that are  $75\Omega$  to ground.
- Each input goes to an electromagnet:
  - current flows in one magnet at a time,
  - a fixed magnet on the rotor aligns with that magnet, rotating the motor
- So motor rotates depending on which input is set to a high voltage.
- The rotor is attached to gears so that each motor rotation only turns the output by  $\sim 3$  degrees.

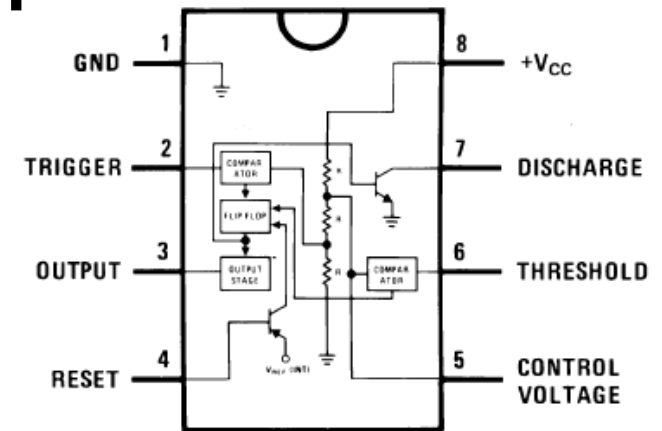
Signal sequence for rightward rotation:



Test: attach ground to 0V, attach, one at a time, inputs 1-4 to 5V: does the motor rotate?

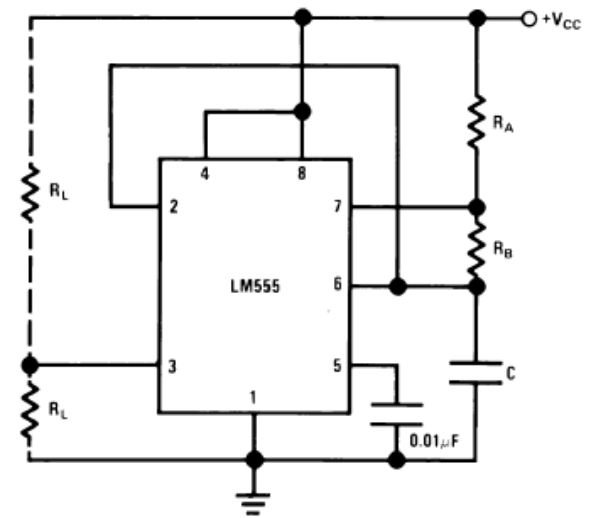
# LM555 Timer

- Used as an oscillator
- **Trigger:** when  $< \frac{1}{3} V_{CC}$ , the output is high ( $V_{CC}$ )
- **Threshold input:** when  $> \frac{2}{3} V_{CC}$  and the trigger is  $> \frac{1}{3} V_{CC}$ , the output is low (0V). If the trigger is  $< \frac{1}{3} V_{CC}$ , it overrides the threshold input and holds the output high.
- **Reset input:** when less than about 0.7V, all other inputs are overridden and the output is low.
- **Discharge pin:** This is connected to 0V when the timer output is low and is used to discharge the timing capacitor in astable operation.



# LM555 Timer as an oscillator

- Astable operation: The circuit oscillates on its own.
- With the output high, the capacitor C is charged by current flowing through  $R_A$  and  $R_B$ .
- The threshold and trigger inputs monitor the capacitor voltage and when it reaches  $\frac{2}{3}V_{CC}$  (threshold), the output becomes low and the discharge pin is connected to 0V.
- The capacitor discharges with current flowing through  $R_B$  into the discharge pin. When the voltage falls to  $\frac{1}{3}V_{CC}$  (trigger) the output becomes high again and the discharge pin is disconnected, allowing the capacitor to start charging again.
- Adjust duty cycle (time on : total time) by adjusting the ratio between  $R_A$  and  $R_B$ .
- Note that pin 4 (reset) is held at  $V_{CC}$  here. You will need change the connection for light sensitivity.





# LM555 Timer

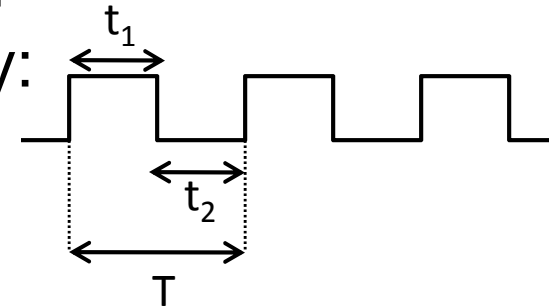
- Some equations for astable operation:

The charge time (output high) is given by:

$$t_1 = 0.693 (R_A + R_B) C$$

And the discharge time (output low) by:

$$t_2 = 0.693 (R_B) C$$



Thus the total period is:

$$T = t_1 + t_2 = 0.693 (R_A + 2R_B) C$$

The frequency of oscillation is:

$$f = 1/T = 1.44 / (R_A + 2R_B) C$$

And the duty cycle is:

$$D = t_1 / (t_1 + t_2) = (R_A + R_B) / (R_A + 2R_B)$$