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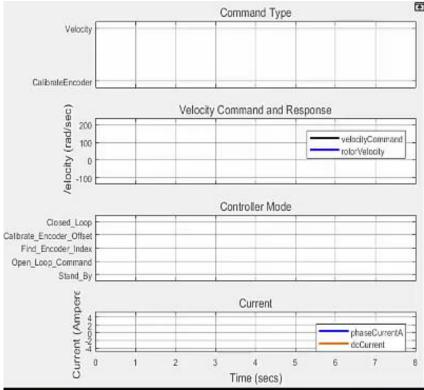
Hardware and Software Co-Design for Motor Control Applications

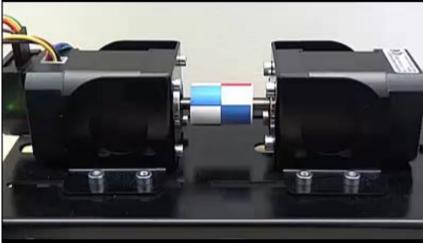
GianCarlo Pacitti Senior Application Engineer, MathWorks



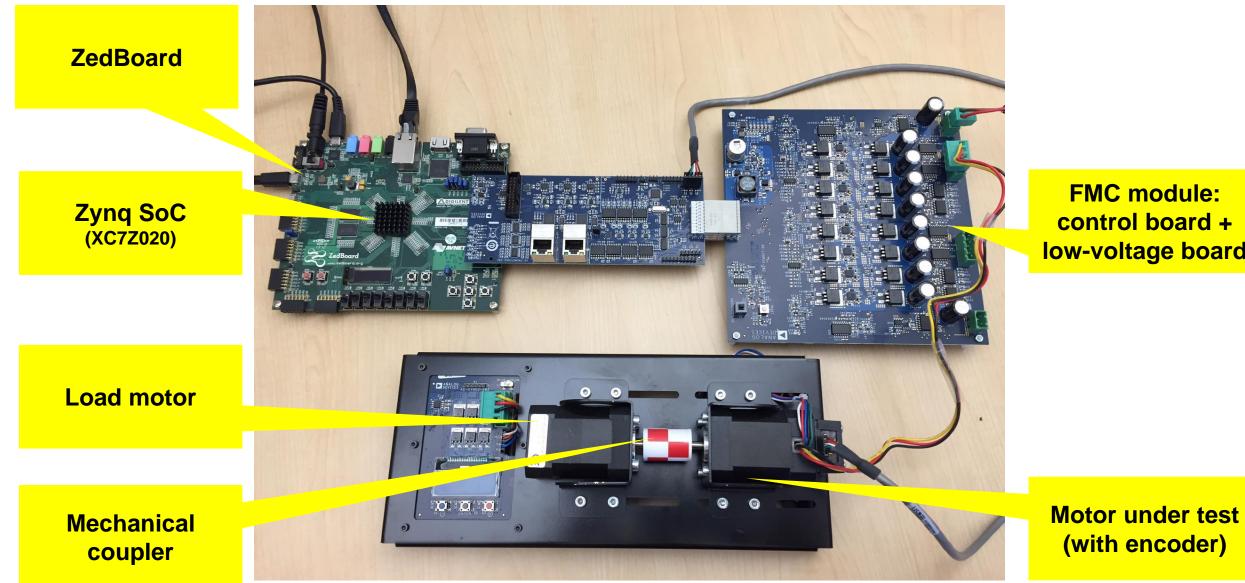
### Agenda

- Why use Hardware and Software for motor control?
- Why use Model-Based Design for motor control?
- How to use Model-Based Design for motor control?









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FMC module: control board + low-voltage board



### **Key trend: Increasing demands from motor drives**

- Increased performance targets require advanced algorithms
- Advanced algorithms require faster computing performance.
  - Field-Oriented Control
  - Sensorless motor control
  - Vibration detection and suppression
  - Multi-axis control





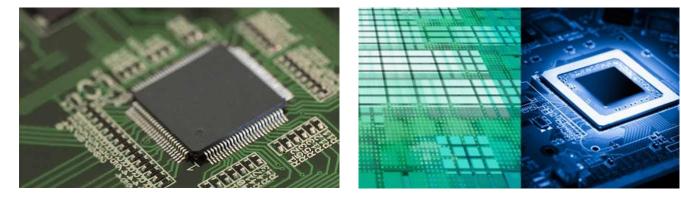


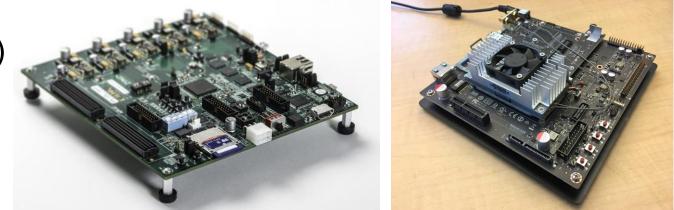




# Where are algorithms being run to gain performance?

- Multi-core microprocessors
- Multi-processor systems
- FPGAs
- ASICs
- System-on-Chip devices (SoCs)
- GPUs\*





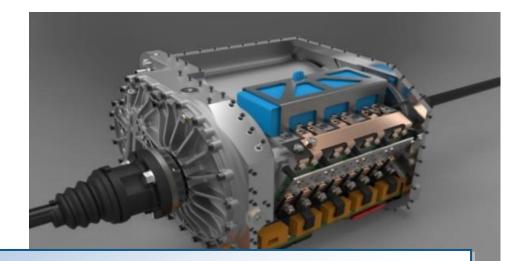
#### Hardware and Software algorithms must be designed together



# Punch Powertrain develops complex SoC-based motor control

- Powertrains for hybrid and electric vehicles
- Need to increase power density and efficiency at a reduced cost
  - Integrate motor and power electronics in the transmission
- New switched reluctance motor
  - Fast: 2x the speed of their previous motor
    - Target to a Xilinx<sup>®</sup> Zynq<sup>®</sup> SoC 7045 device
  - Complex: 4 different control strategies
- Needed to get to market quickly
- No experience designing FPGAs!

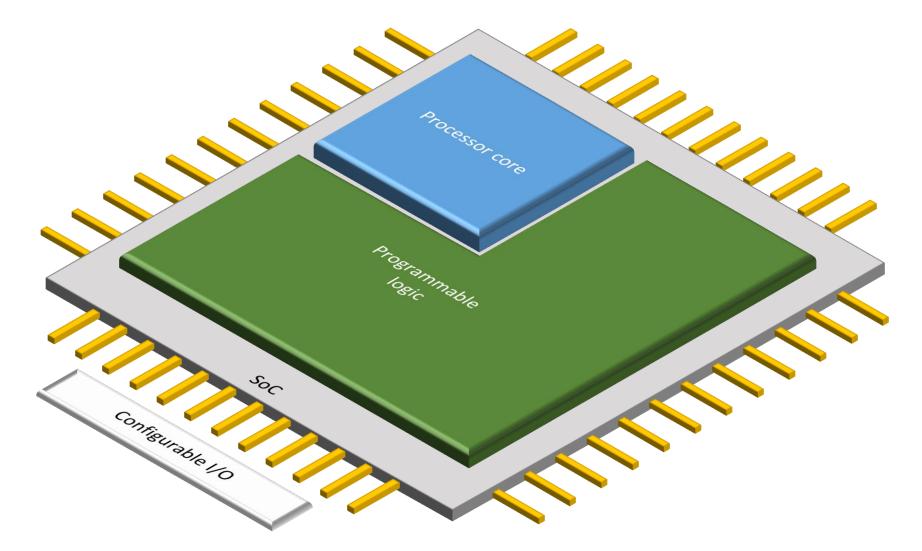
Link to video



- Designed integrated E-drive: Motor, power electronics and software
- ✓ 4 different control strategies implemented
- ✓ Done in 1.5 years with 2FTE's
- ✓ Models reusable for production
- Smooth integration and validation due to development process – thorough validation before electronics are produced and put in the testbench



#### What's Inside an FPGA SoC?

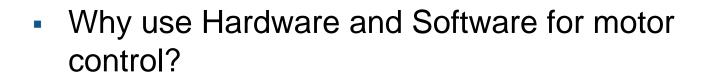




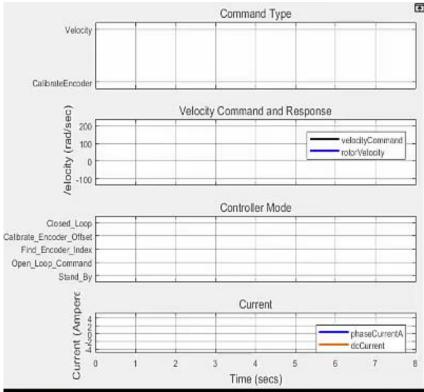
# Why use Hardware and Software for Motor Control?

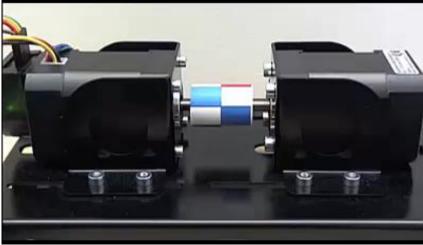
- In order to meet increased performance
- You need more complex algorithms
- Running on the <u>right</u> hardware





- Why use Model-Based Design for motor control?
- How to use Model-Based Design for motor control?







# **Challenges in Developing Advanced Motor Control Algorithms**

- Integration requires collaboration
- Validation of design specifications with limits on access to test hardware
- How to make design decisions?

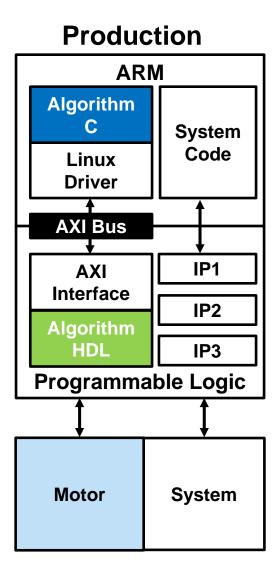


# Why use Model-Based Design to Develop Motor Control Applications?

- Enables early validation of specifications using simulation months before hardware is available.
- Dramatically improves design team collaboration and designer productivity by using a single design environment.
- Reduces hardware testing time by 5x by shifting design from lab to the desktop

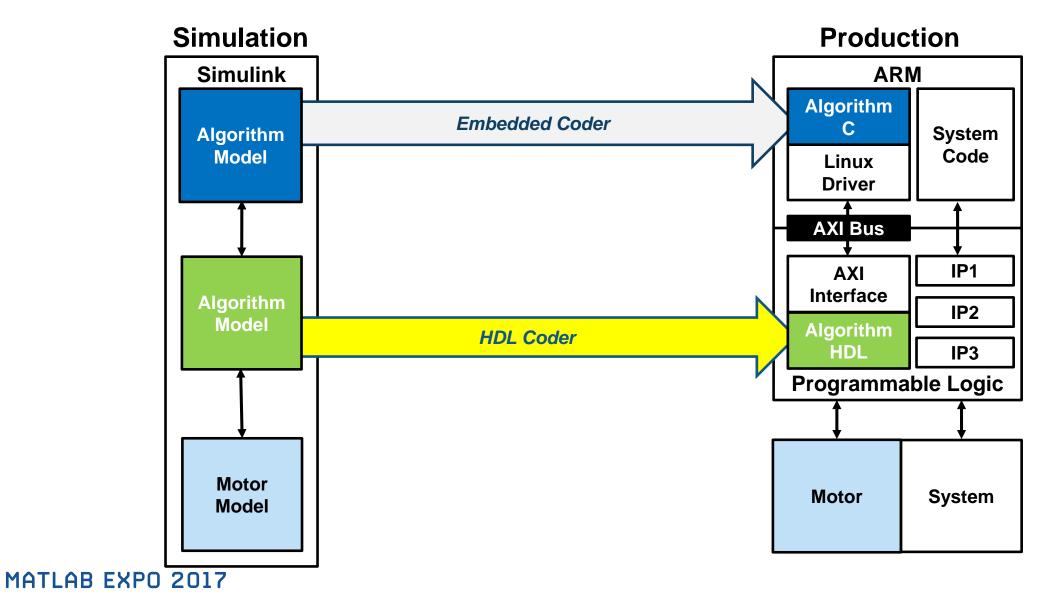


# **Components of Motor Control Production Applications**



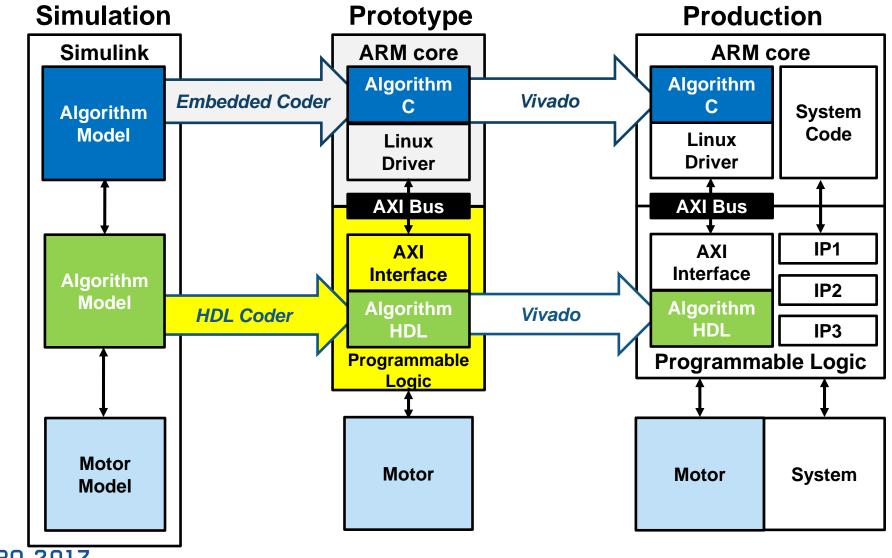


### **From Simulation to Production**



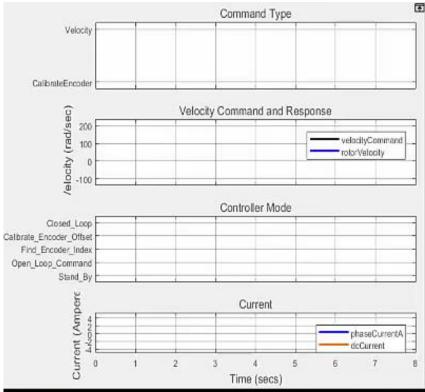


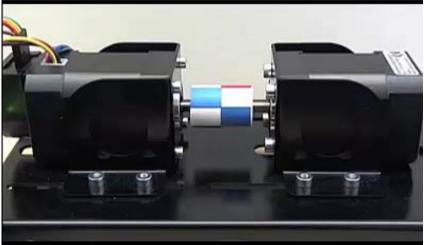
#### **From Simulation to Prototype to Production**



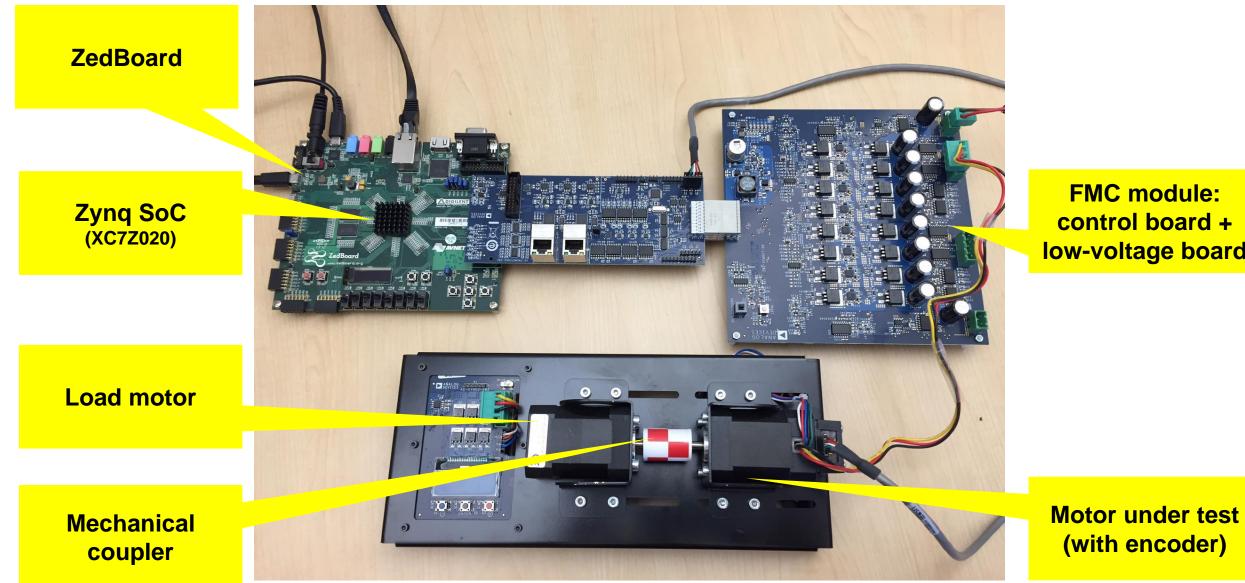


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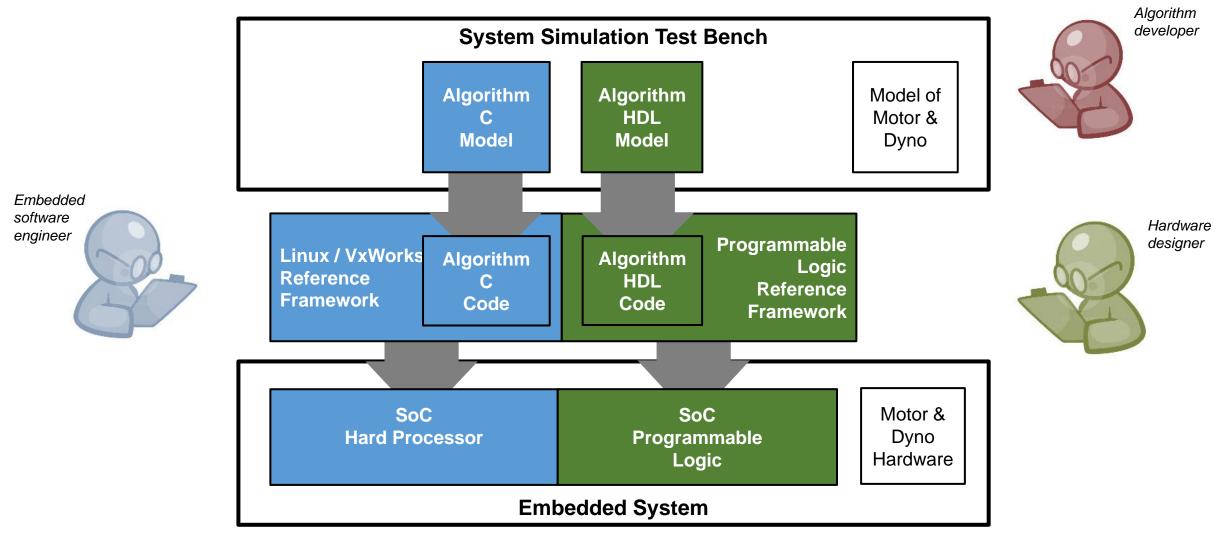


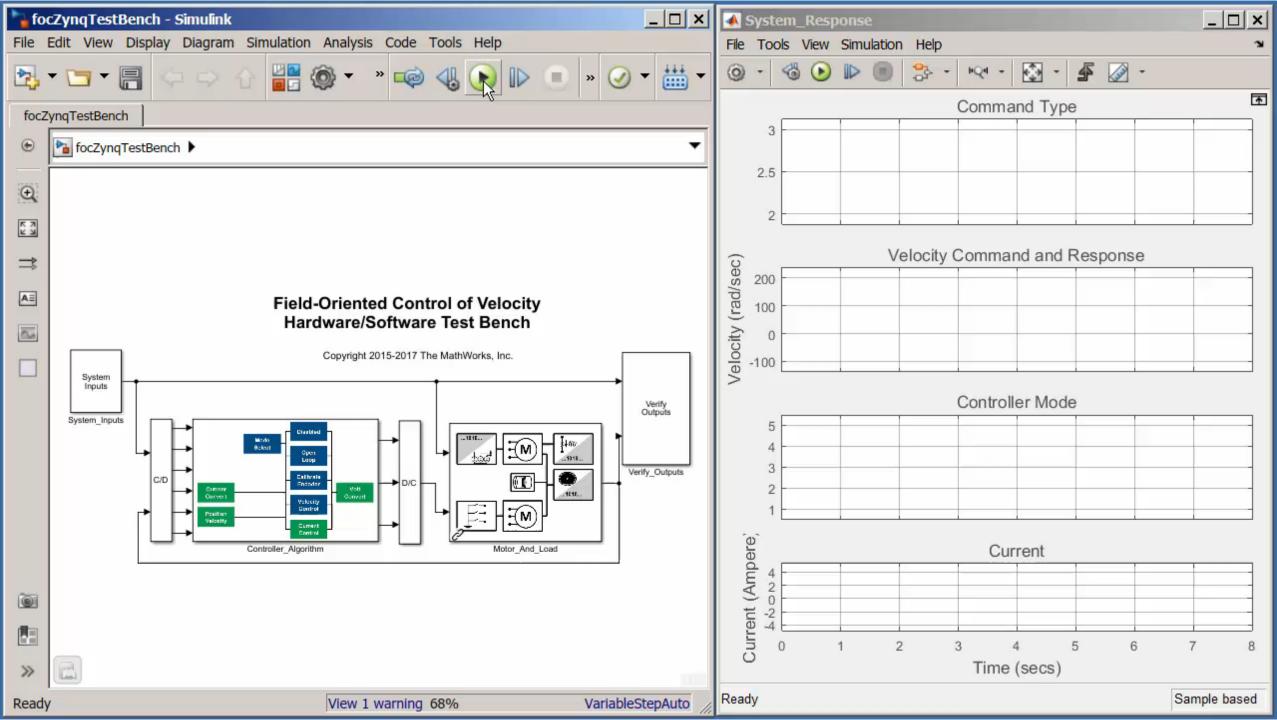
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FMC module: control board + low-voltage board



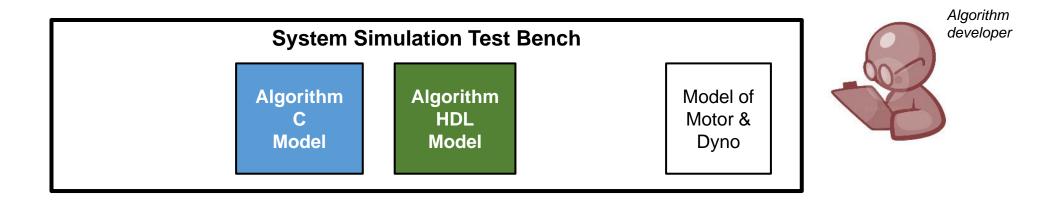
## **Conceptual workflow targeting hardware and software**





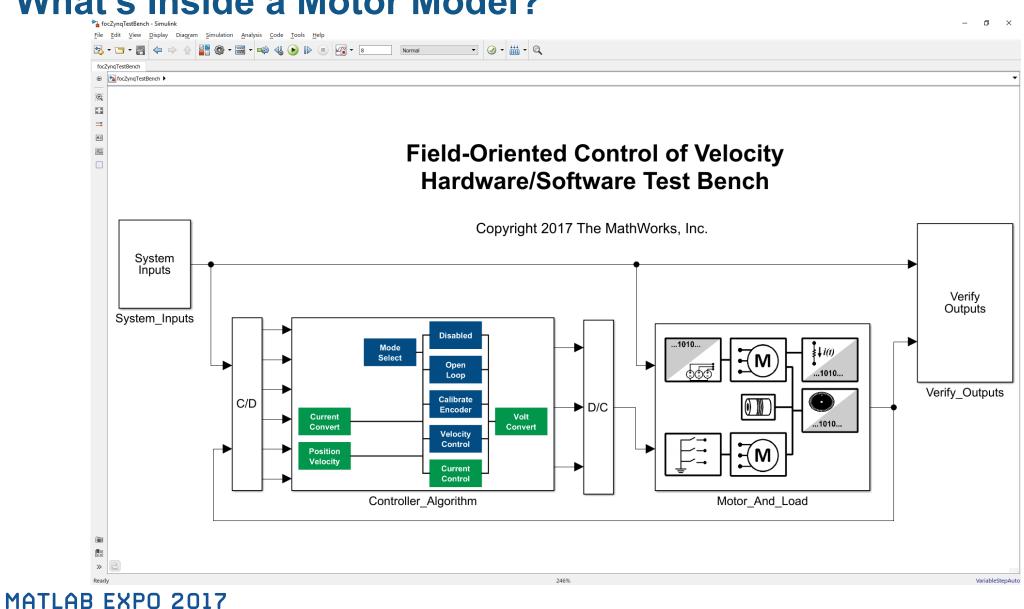


# **Building a System Simulation Test Bench**

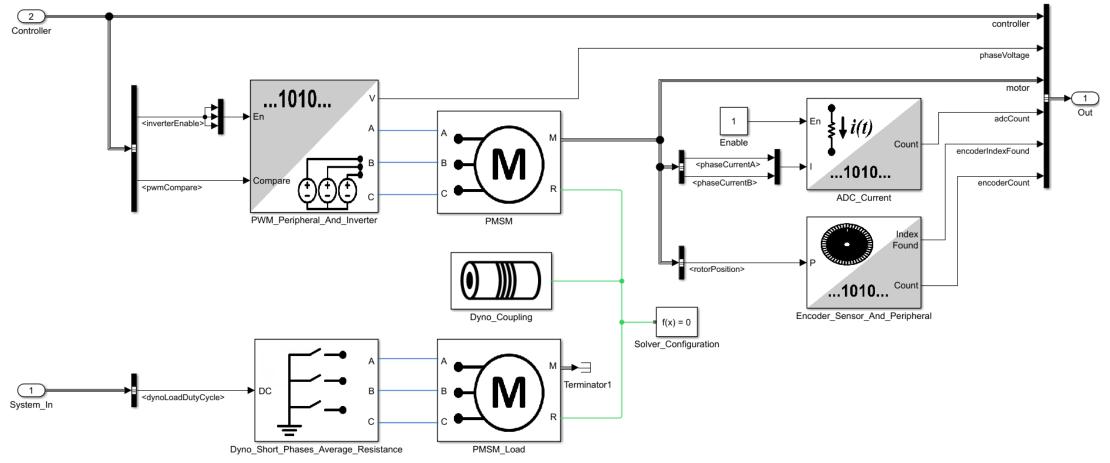


- How do I get a good model of the motor?
- How can I make sure it matches real-world behaviour?





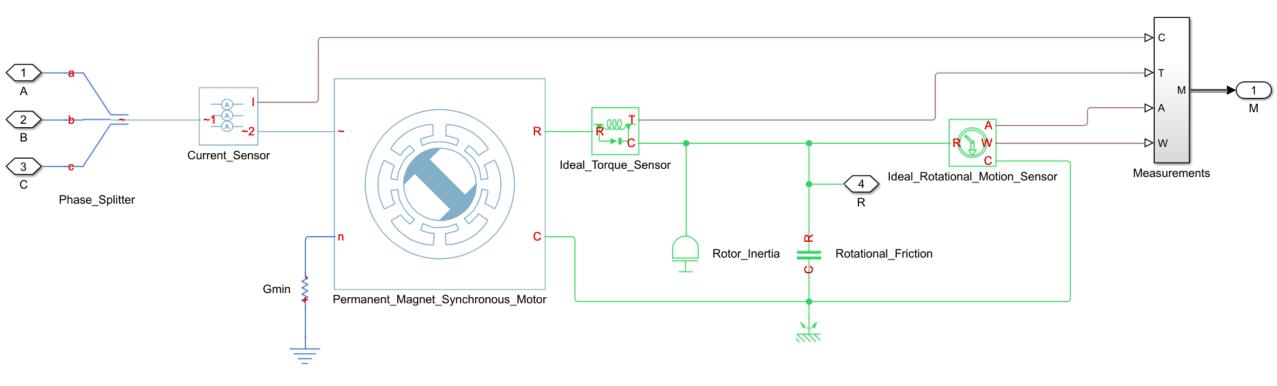




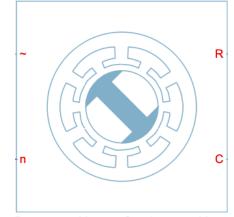
Motor And Load



PMSM







Permanent\_Magnet\_Synchronous\_Motor



🚹 Block Parameters: Rotational\_Friction

#### **Rotational Friction**

The block represents friction in the contact between rotating bodies. The friction force is simulated as a function of relative velocity and assumed to be the sum of Stribeck, Coulomb, and viscous components. The sum of the Coulomb and Stribeck frictions at zero velocity is often referred to as the breakaway friction.

Connections R and C are mechanical rotational conserving ports. The block positive direction is from port R to port C. This means that if port R velocity is greater than that of port C, the block transmits torque from port R to port C.

#### Source code

Parameters Variables		
Breakaway friction torque:	pmsm.BreakawayFrictionTorque	N*m ∨ Compile-time ▼
Breakaway friction velocity:	0.060623	rad/s ∨ Compile-time ▼
Coulomb friction torque:	pmsm.CoulombFrictionTorque	N*m ∨ Compile-time ▼
Viscous friction coefficient:	pmsm.ViscousFrictionCoefficient	N*m/(rad/s)  V Compile-time
		OK Cancel Help App
	- n	C

Permanent\_Magnet\_Synchronous\_Motor

How can we find the parameters we need for the model?

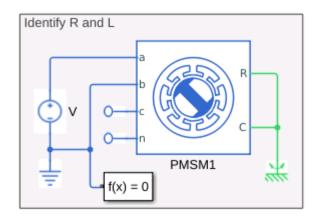
Main Initial Conditions								
Number of pole pairs:	pmsm.PolePairs					Compile	e-time	
Permanent magnet flux linkage:	pmsm.FluxLinkage		Wb ~			Compile	e-time	
Stator parameterization:	Specify Ld, Lq, and L0							
Stator d-axis inductance, Ld:	pmsm.InductanceLd		Н	H ~		Compile	e-time	
Stator q-axis inductance, Lq:	pmsm.InductanceLq		H ~		$\sim$	Compile	e-time	
Stator zero-sequence inductance	pmsm.InductanceL0		Н		$\sim$	Compile-tim		
Stator resistance per phase, Rs:	pmsm.StatorPhaseResistance		Ohm		~	Compile	e-time	
						1 Lala	A	
		OK	[	Cancel		Help		
Block Parameters: Rotor_Inertia	[	OK		Cancel		нер		
Block Parameters: Rotor_Inertia	[	OK		Cancel		неір		
	nanical rotational inertia.	Ok		Cancel		нер		
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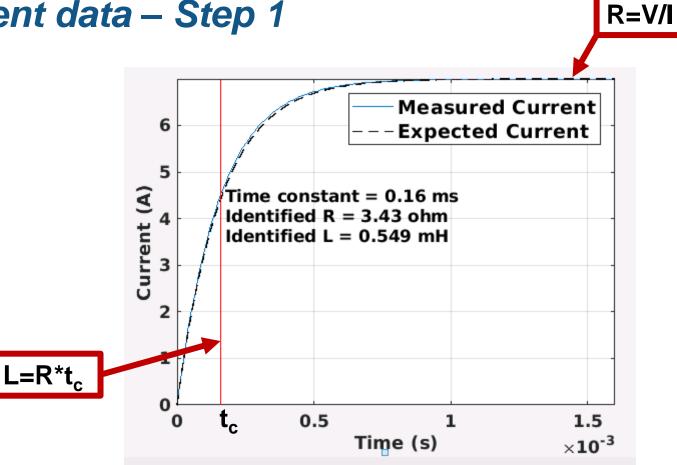
# How to Find the Right Motor Parameters?

- Ask the motor designer
- From manufacturer's data sheets
- From direct bench-top measurements or test data

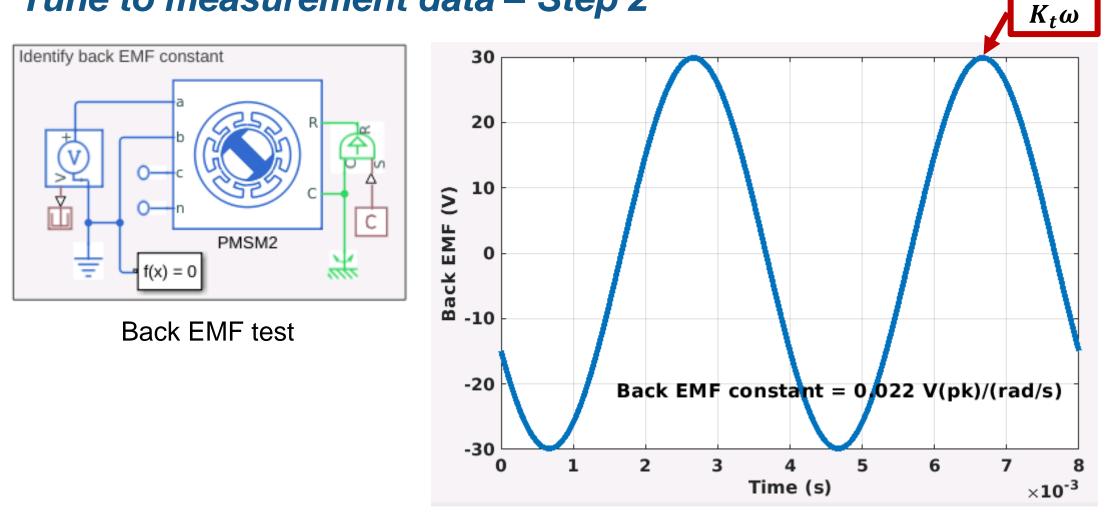




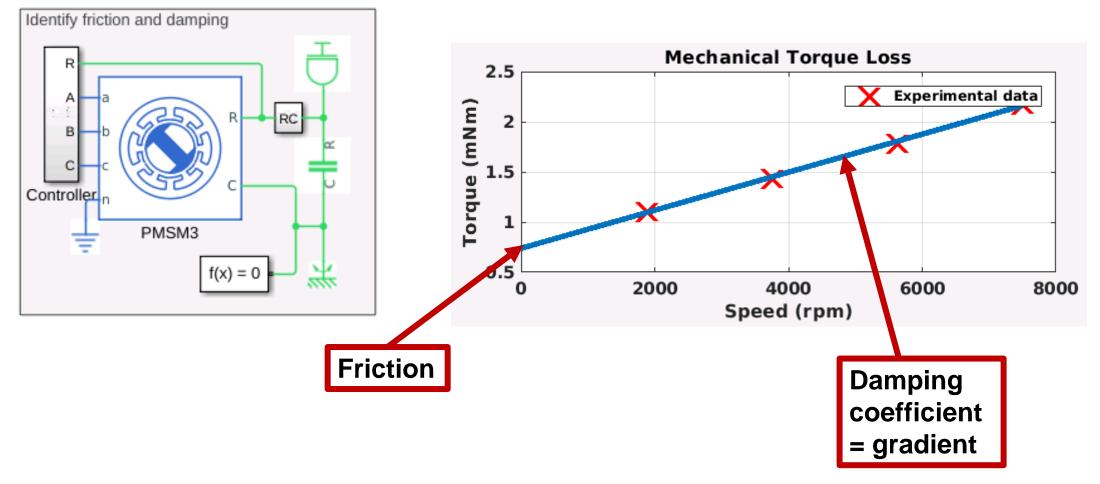
Locked rotor Step voltage test



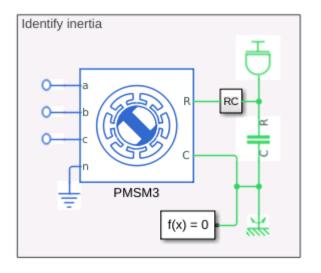




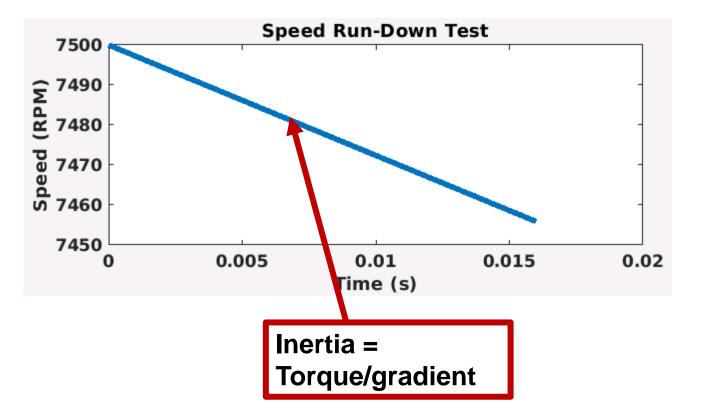








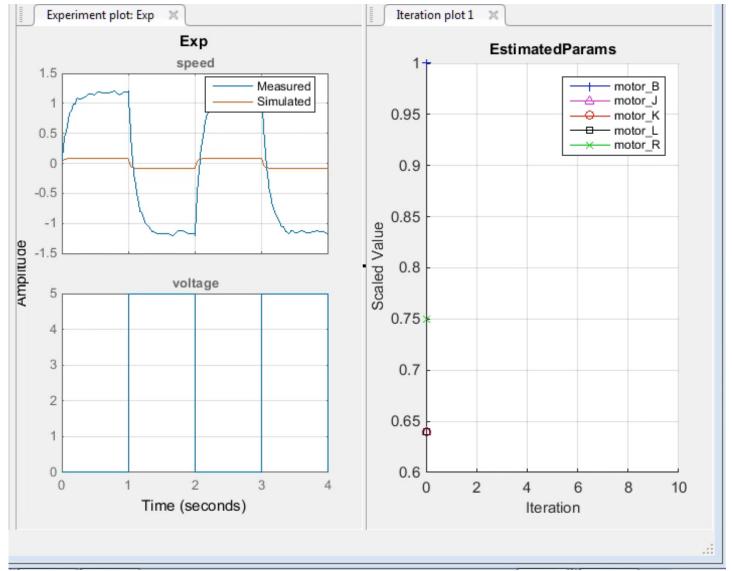
Speed run-down test





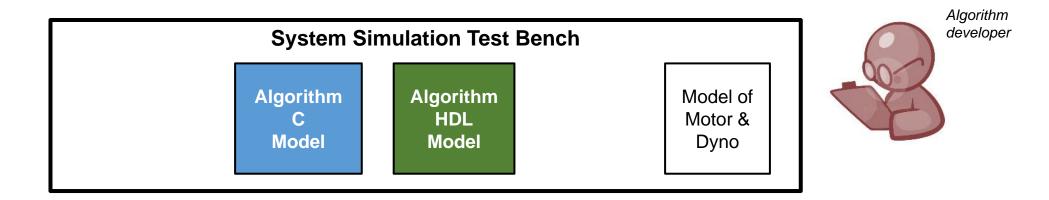
# Estimating Parameters from measured data using Simulink Design Optimization

- Use simulation-based optimisation
  - match model parameters to real-world data





# **Adding Implementation Detail to Algorithms**



• Which parts of my algorithm should be implemented in C, and which in HDL?



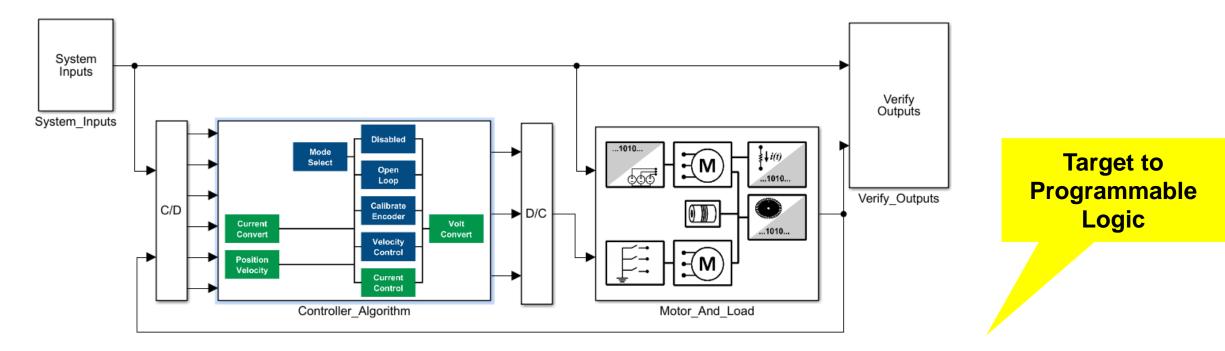
# **Strategies for Partitioning an Algorithm Between Hardware and Software**

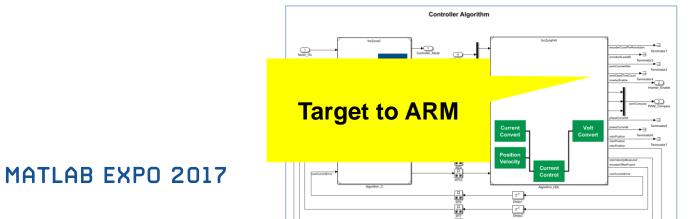
- Use experience
  - some timing requirements are known e.g. current control @25kHz
- Put everything on the software core and profile it
  - where are the bottlenecks?
  - Can these be moved to hardware?
- Put algorithms where the data comes in
  - minimise data transfer
- Monitor resource usage and move things when you are near the limit
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### Hardware/Software Partitioning

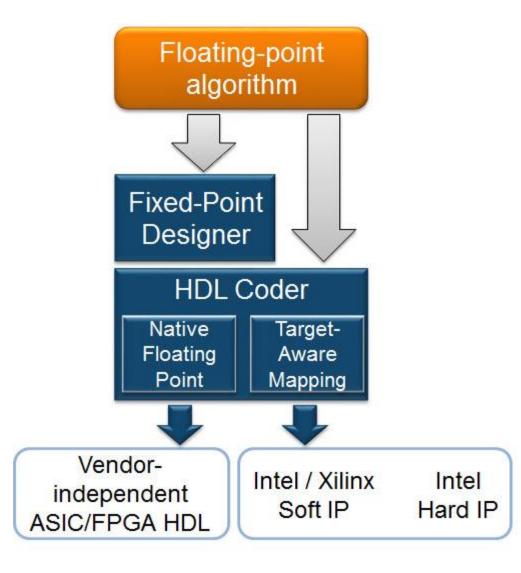






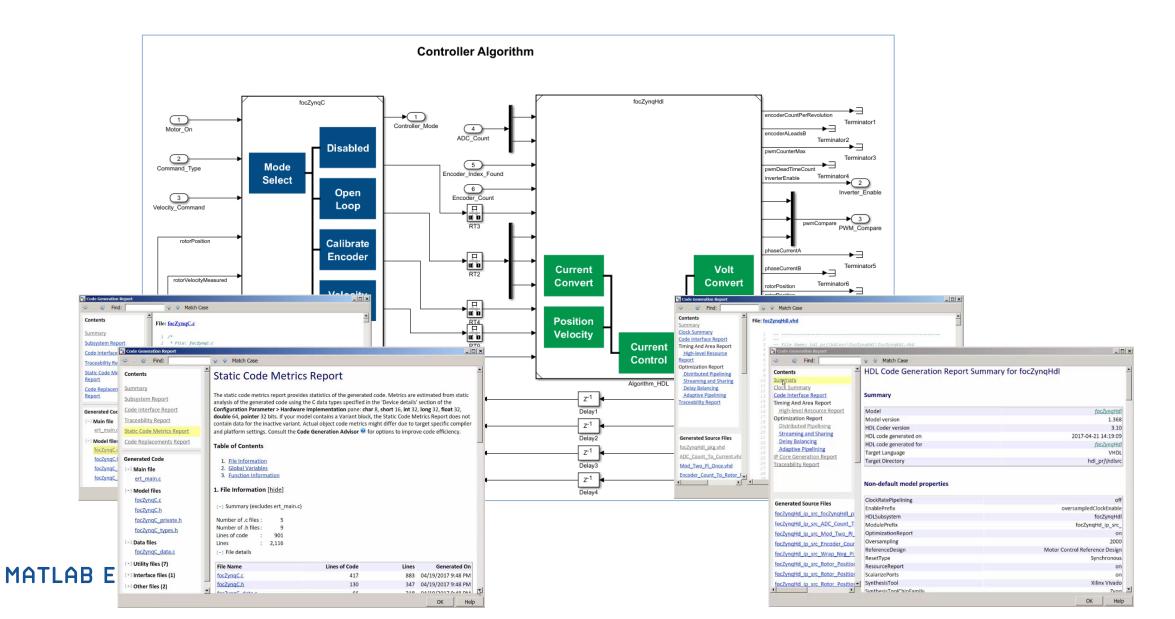
# Floating-point to fixed-point conversion

- Is it always necessary?
- Possibly, to meet resource constraints on the hardware
- Fixed-Point Designer<sup>™</sup> helps automate the conversion process
- HDL Coder<sup>™</sup> native floating-point technology can generate HDL code from your floatingpoint design



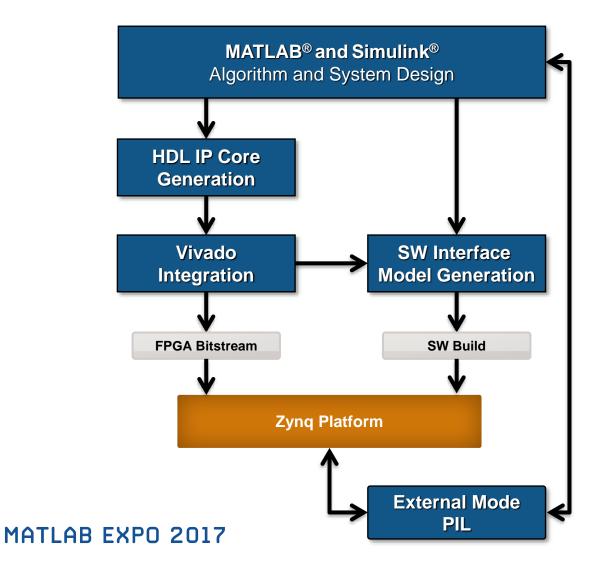


#### **Code Generation**

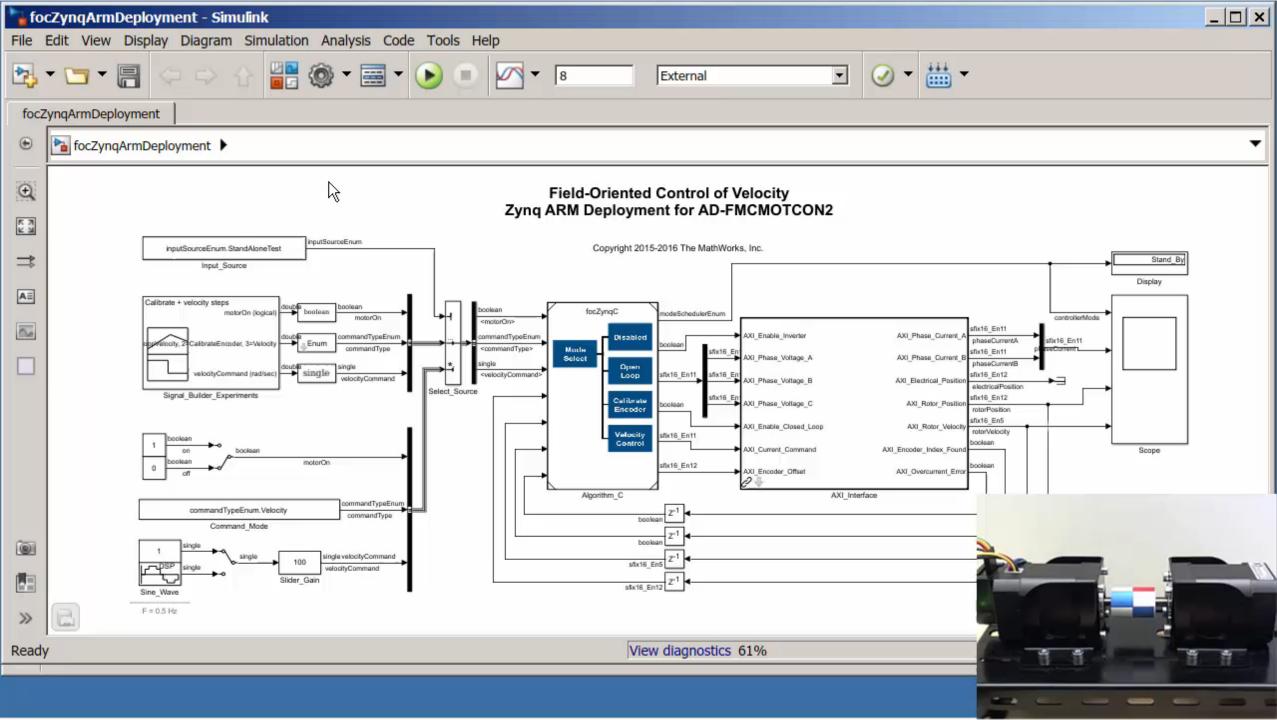




## **Zynq Model-Based Design Workflow**

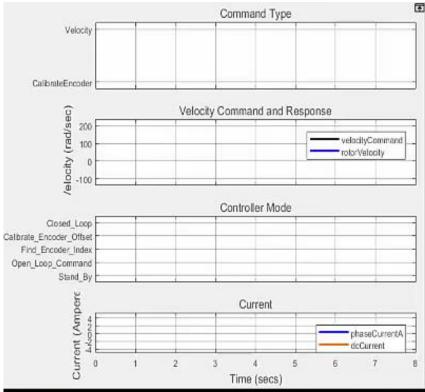


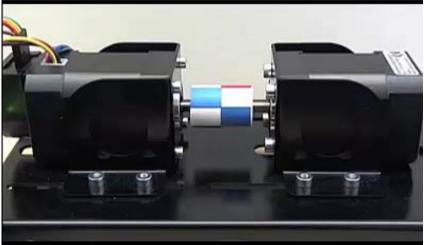
- Real-time Parameter Tuning and Verification
  - External Mode
  - Processor-in-the-loop
- More probe and debug capability in the future





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