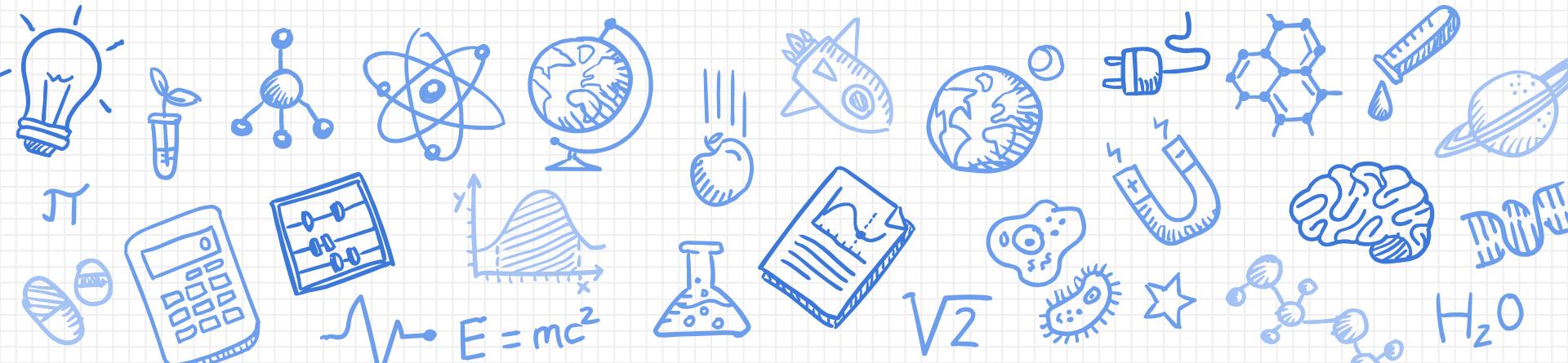


EE16A Lab 101

Monday 8-11

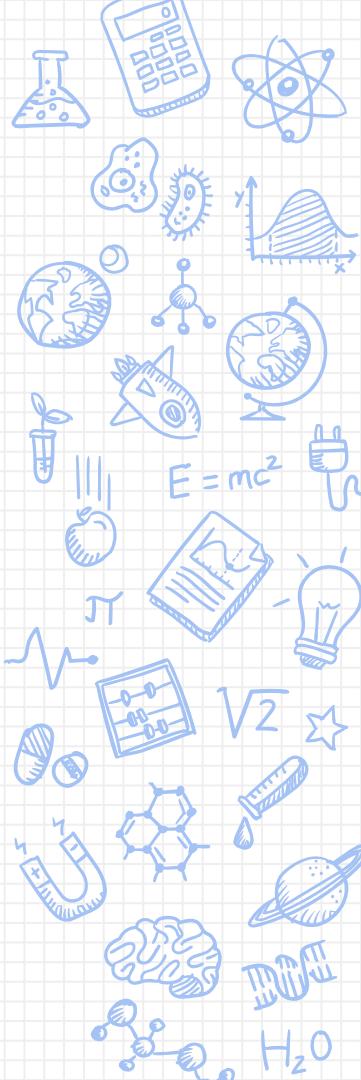
TA: Joy

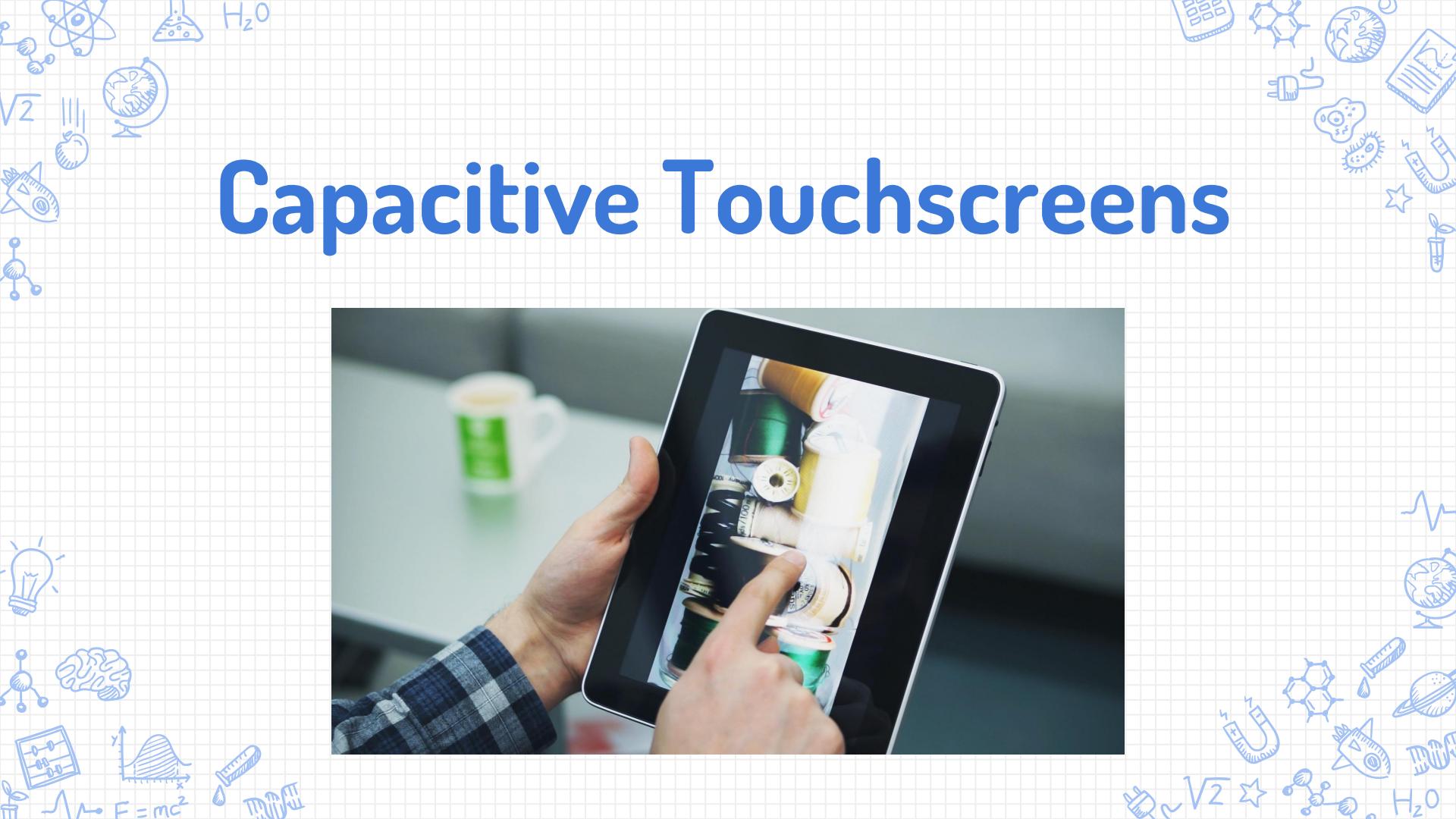
LA: Ali, Andy, Chris



Announcements

- ✗ We will have lab every Monday from now on!
- ✗ Note that on May 1st (Monday of Dead Week)
we will be doing our last lab

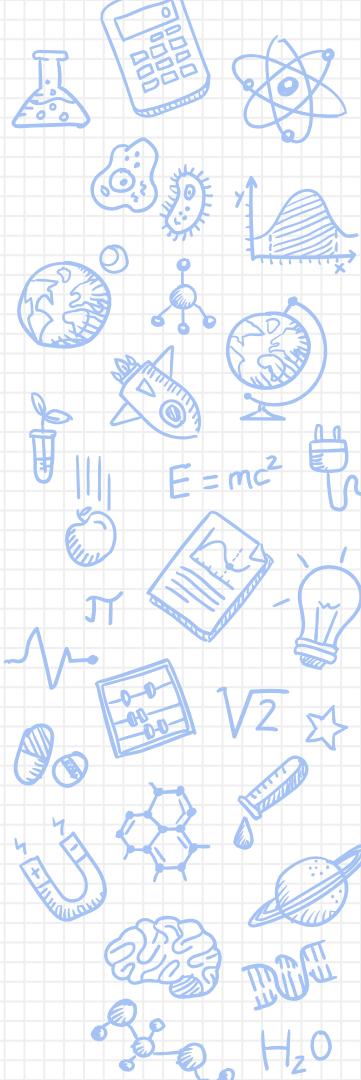




Capacitive Touchscreens

Goals: Touchscreen

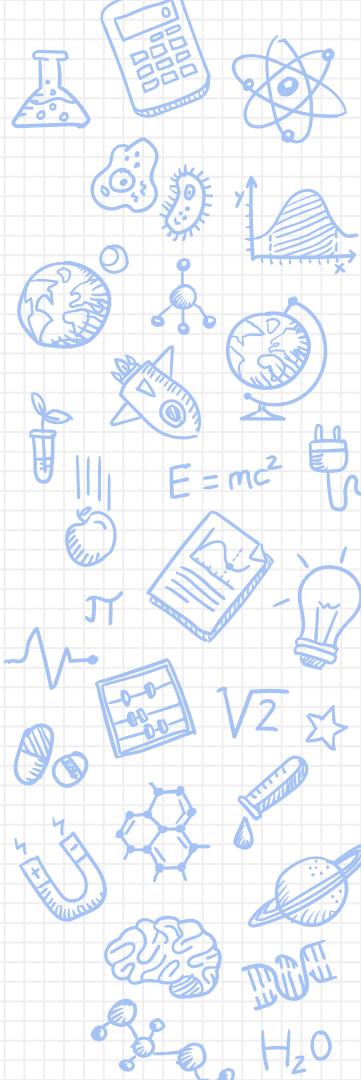
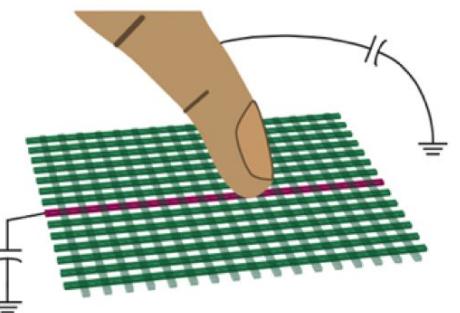
- ✗ Understand charge-sharing circuit for a capacitive touchscreen
- ✗ Build one!



General Idea

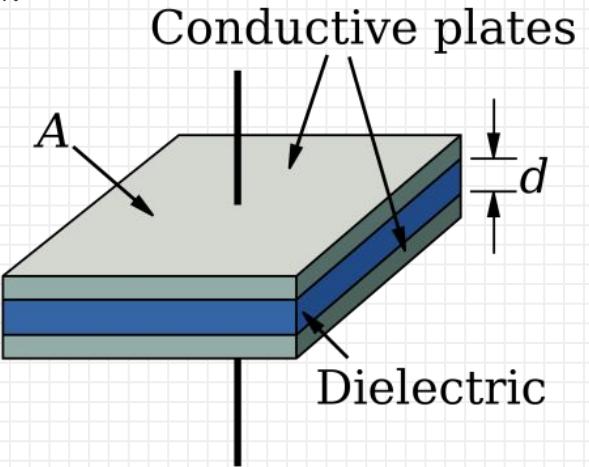
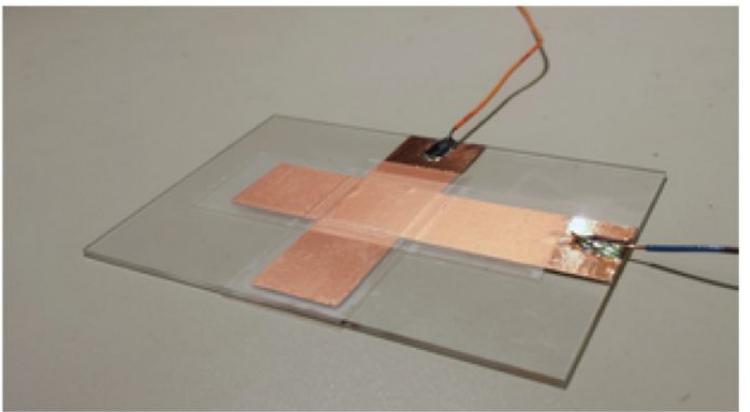
Exploits the capacitive properties of the finger/body

- ✗ Can have multi-touch and be more sensitive
- ✗ Array of small capacitors used to detect touch, and capacitance changes with the touches
- ✗ No electrical contact needed!

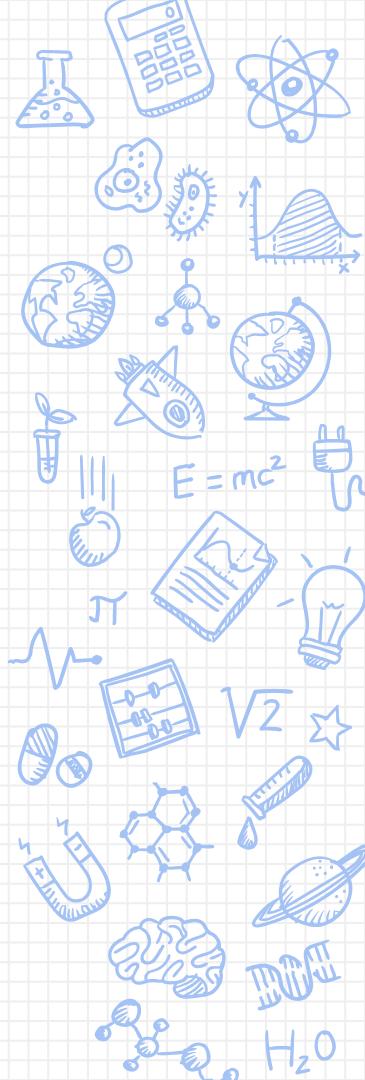


Capacitance and the touchpad

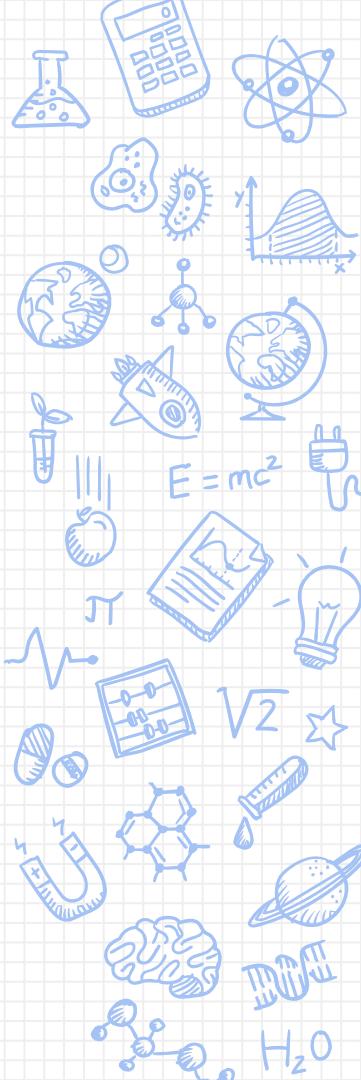
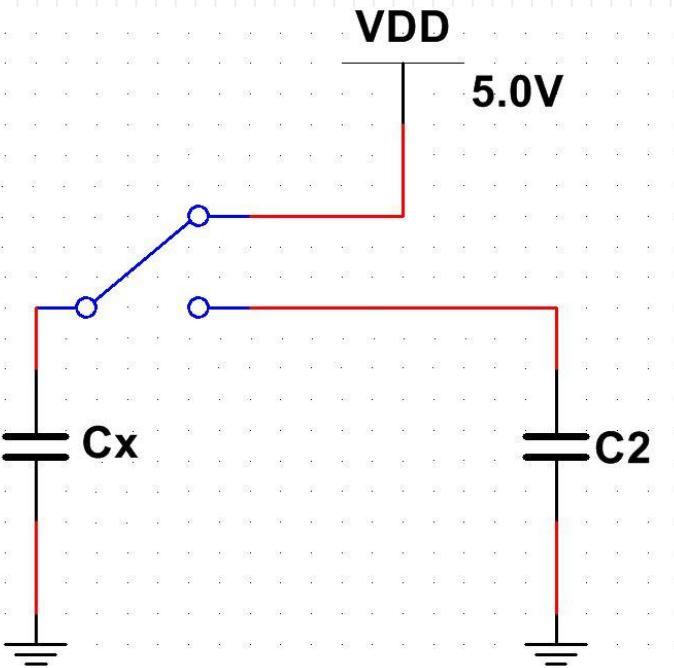
What is a capacitor and how does it work?



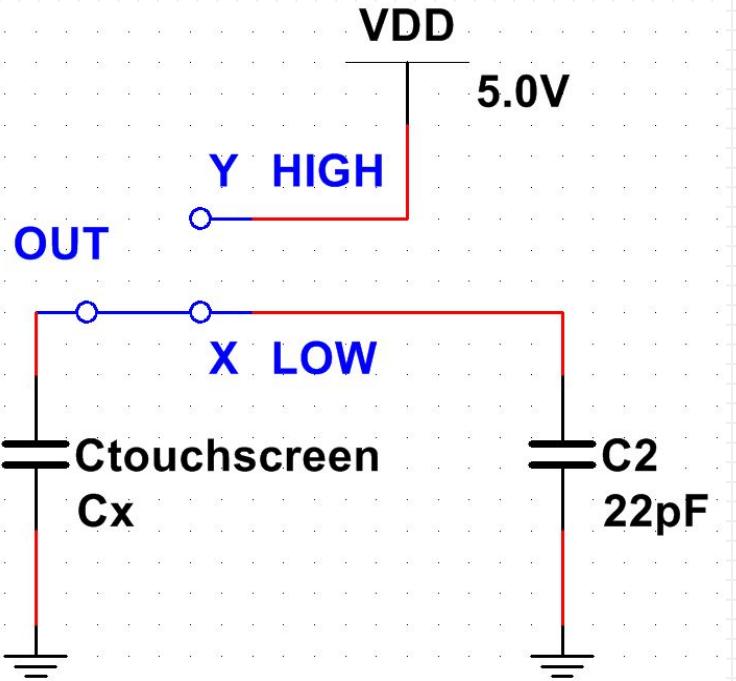
$$C = \epsilon_0 \frac{A}{d}$$



Charge Capacitor



Share Charge

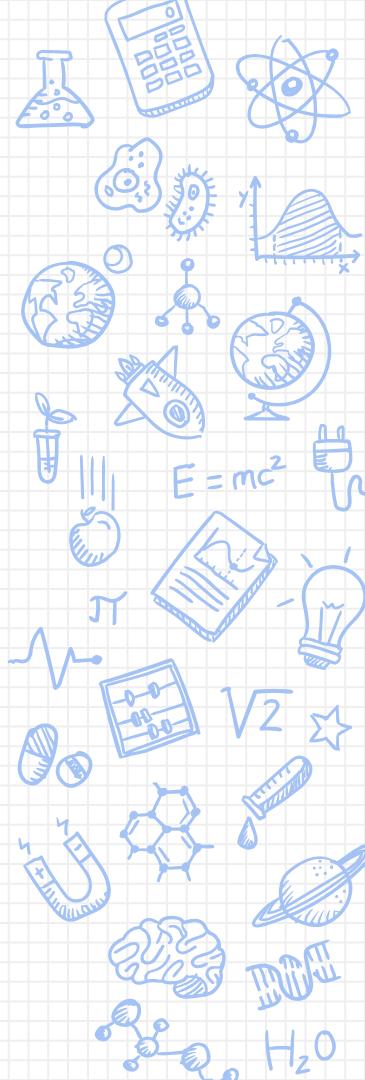


Charge-sharing

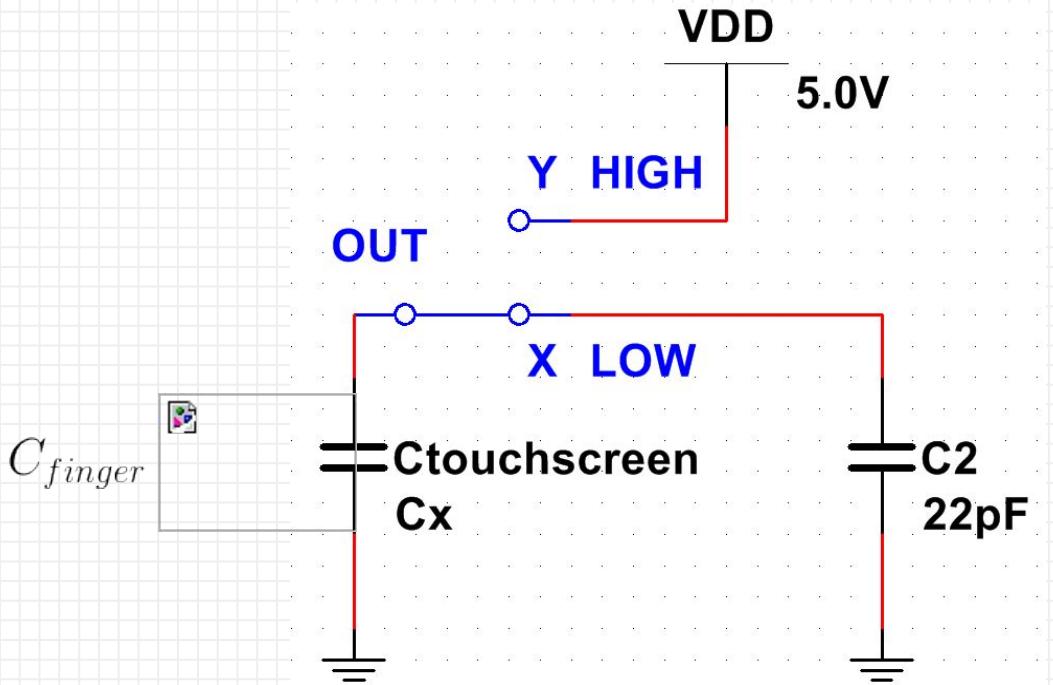
invariant:

$$Q = CV$$

- ✗ Q remains constant
- ✗ What happens to C ?
- ✗ What about V ?



What happens when a finger touches?

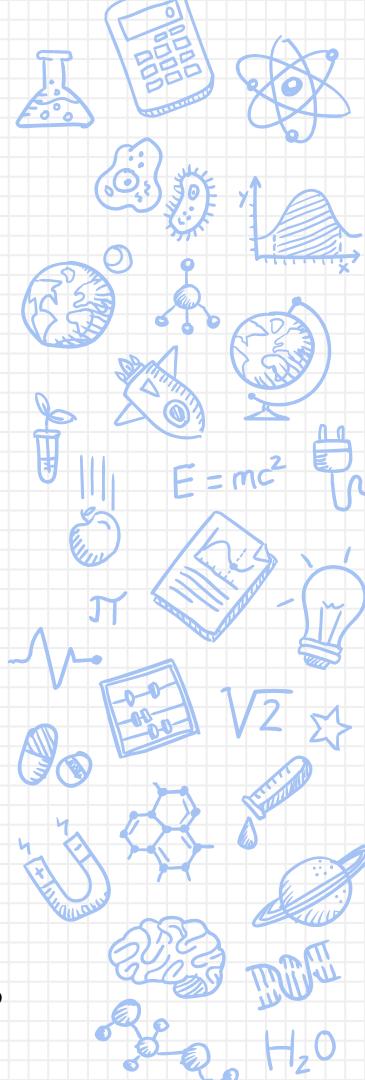


Charge-sharing

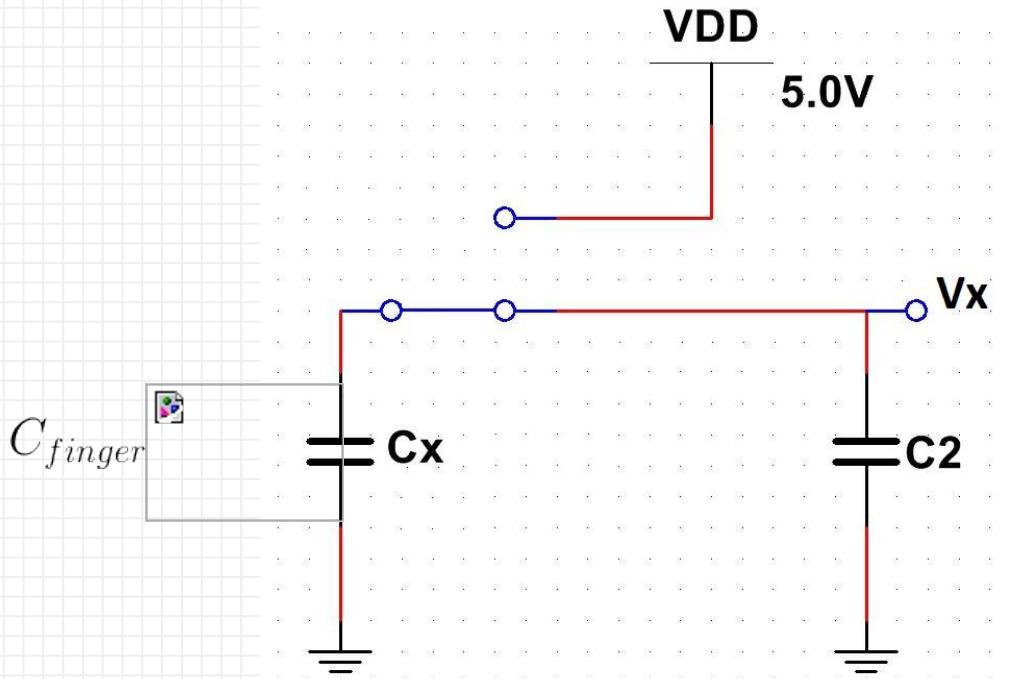
invariant:

$$Q = CV$$

What happens to C touchscreen?



What happens when a finger touches?



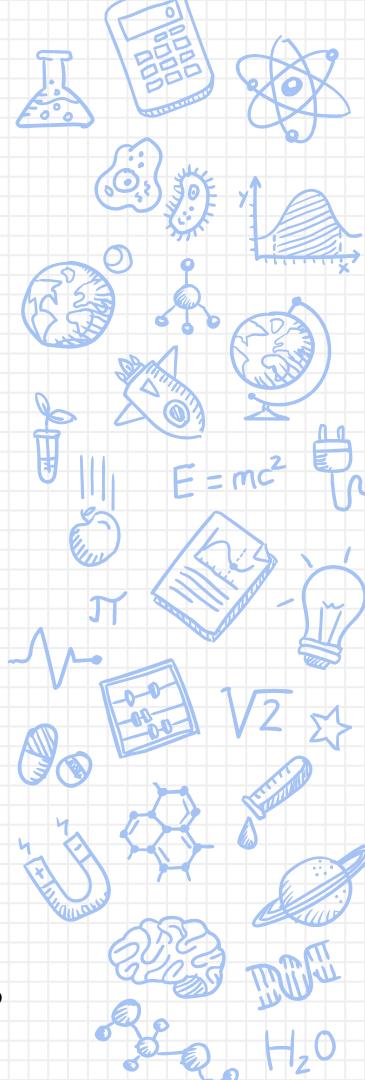
C_x may or may not include C_{finger} at a given time.

Charge-sharing

invariant:

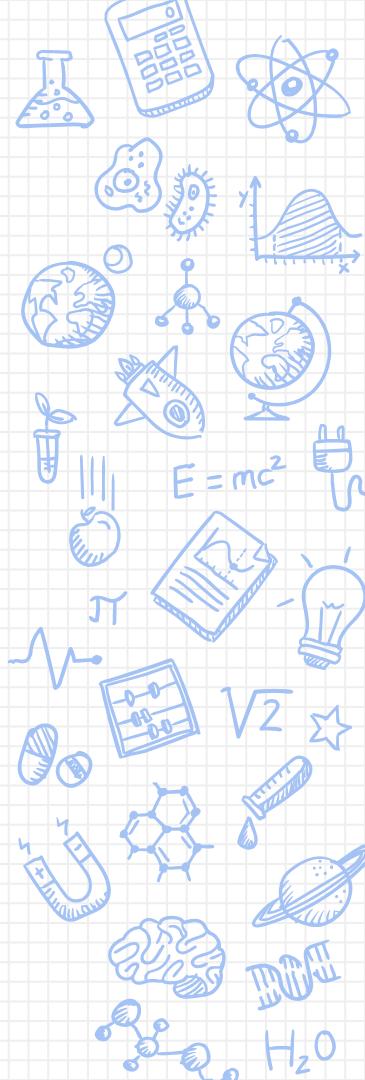
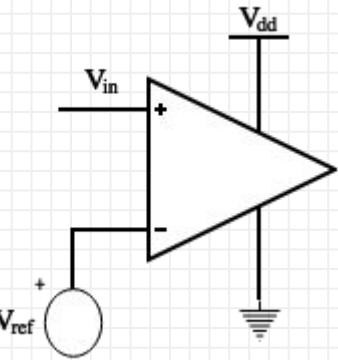
$$Q = CV$$

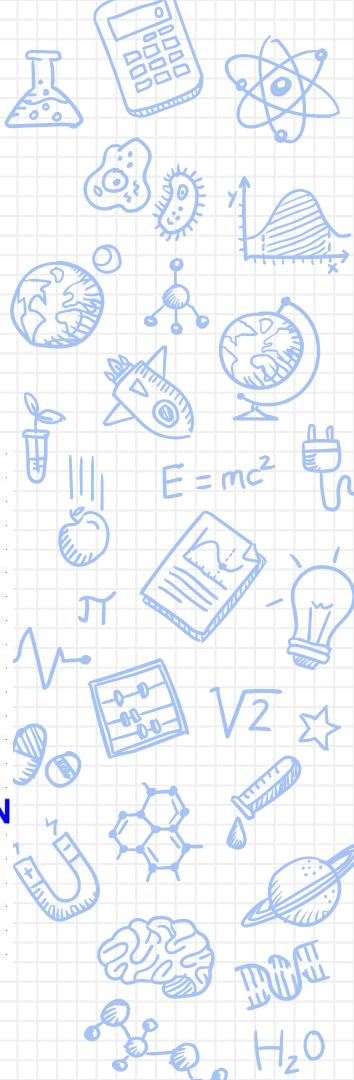
What happens to C touchscreen?



Comparator

- ✗ Compare input voltage at positive terminal to a reference voltage at negative terminal (think “>” symbol)
- ✗ Output V_{dd} if True, Ground if False
- ✗ Abstraction barrier for now! Don’t worry too much if you don’t understand how this will work

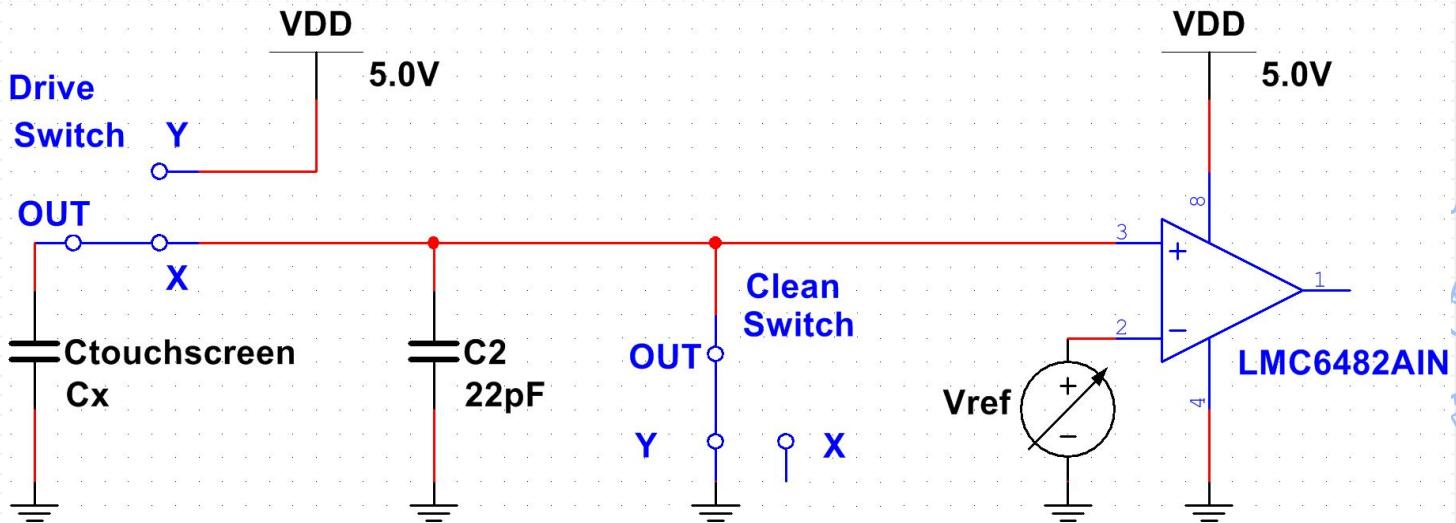


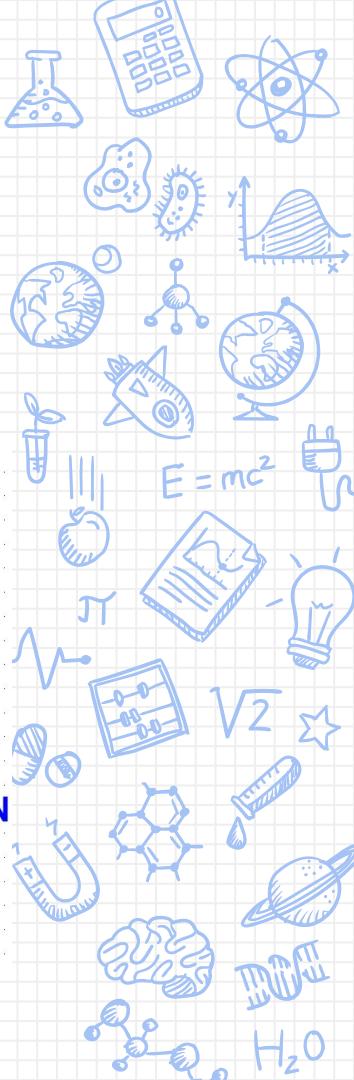


Full Detection Cycle

1. Make sure both capacitors are discharged

Connect the capacitors to ground to ensure capacitors are completely discharged

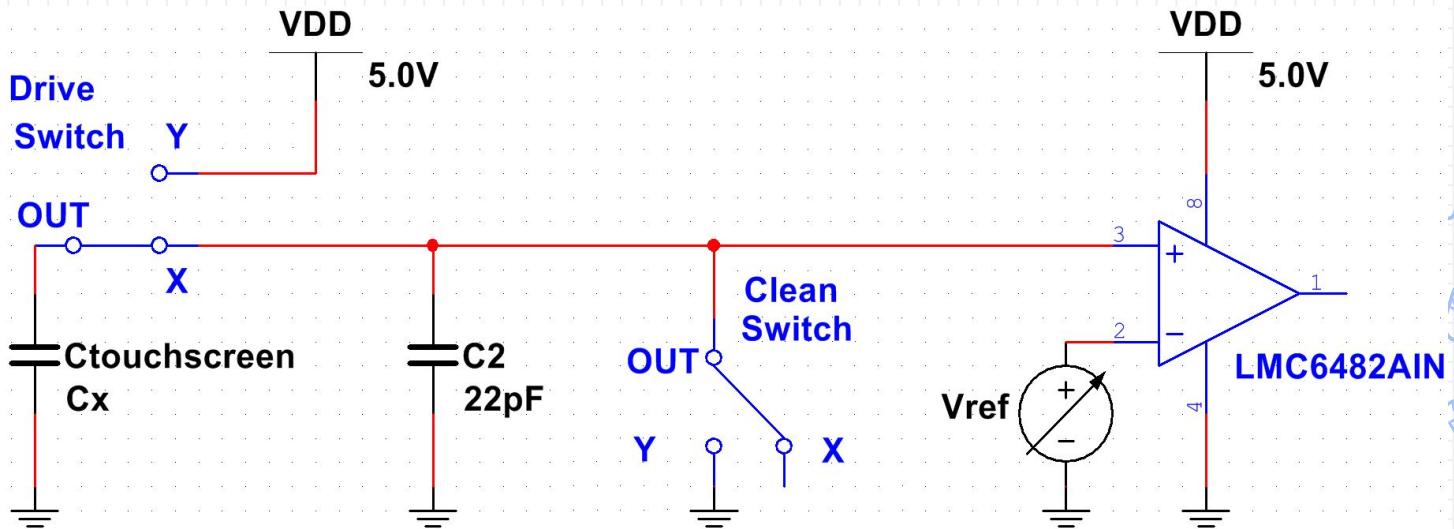


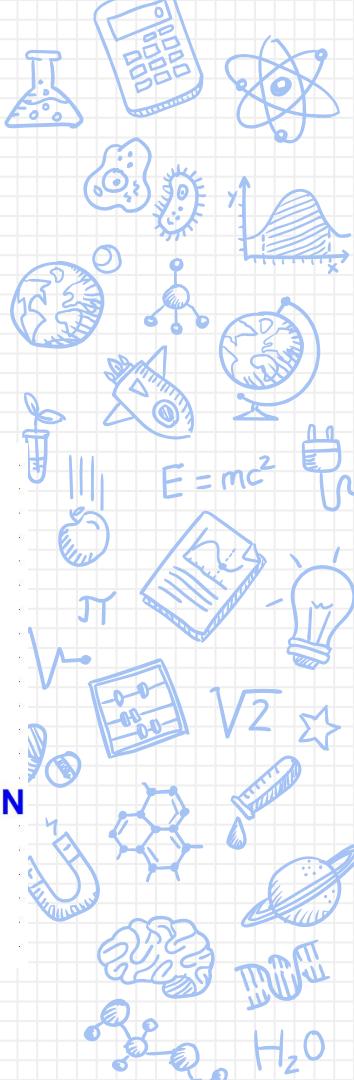


Full Detection Cycle

2. Disconnect the short to ground in the clean switch

Once discharged, for the circuit to store charge, remove the connection to ground.

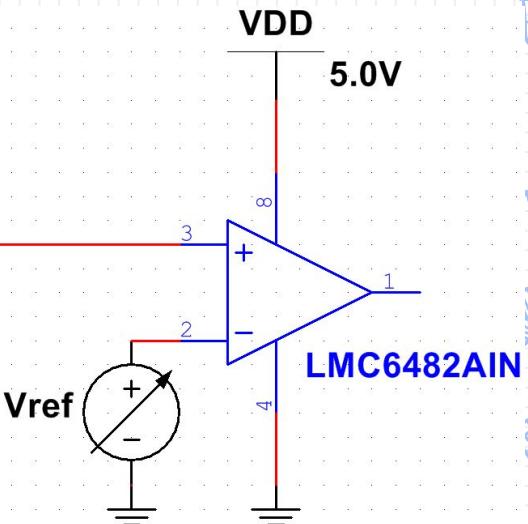
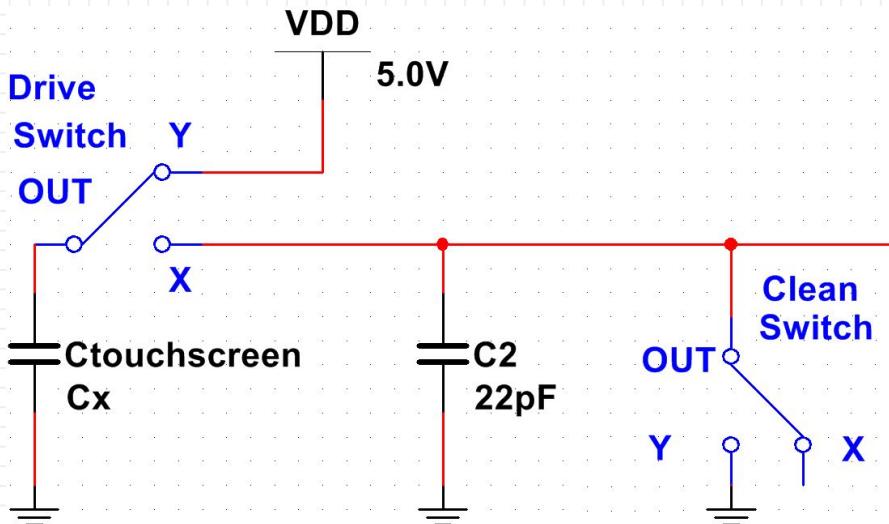


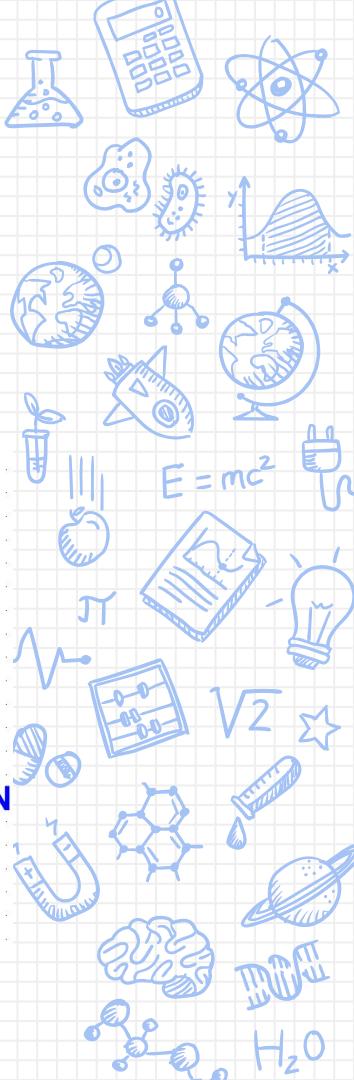


Full Detection Cycle

3. Charge touchscreen capacitor to 5V

Add the charge into the circuit to set up eventual charge sharing.

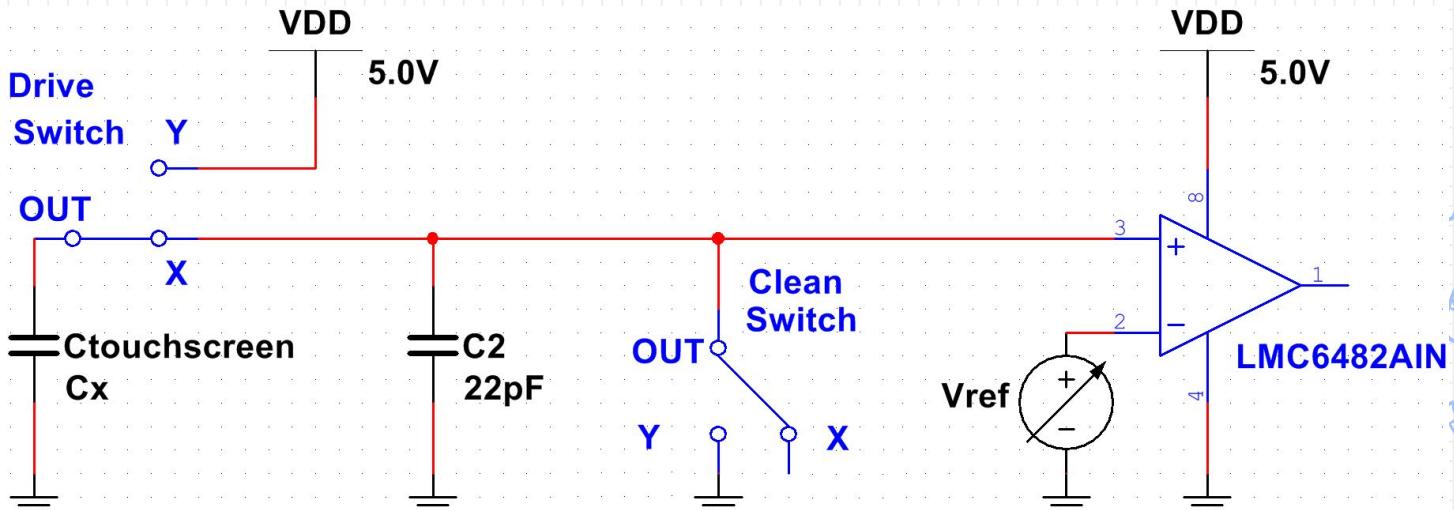




Full Detection Cycle

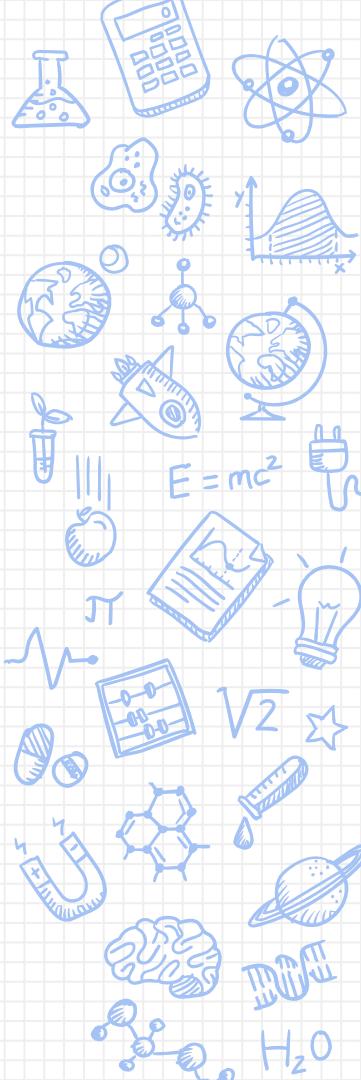
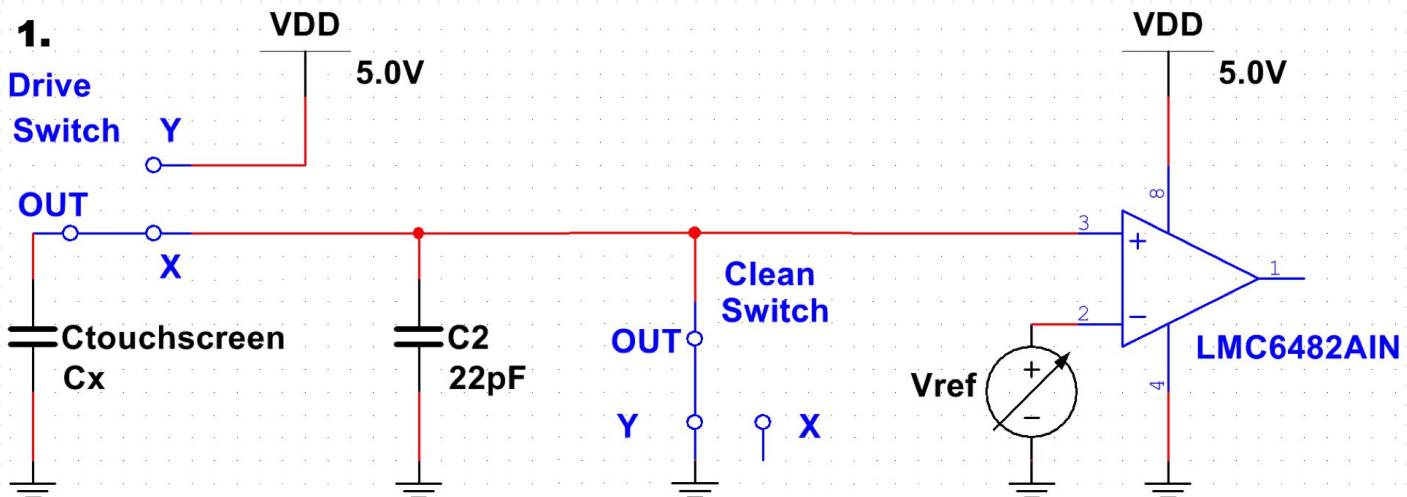
4. Share charge between touchscreen capacitor and C2 (as described before)

Measure voltage change to determine if screen touched.



Full Detection Cycle

- ✗ Putting the past 2 things we learned together in 1 big circuit
- ✗ Clean switch serves as a reset button on the whole system (lets current go to ground, so we can start fresh)



Questions + Checkoff

- ✗ PLEASE KEEP YOUR CIRCUITS CLEAN FOR DEBUGGING!! =)

- ✗ Question Form:
 - ✗ <http://tinyurl.com/lab101-sp17-questions>

- ✗ Responses:
 - ✗ <http://tinyurl.com/lab101-sp17-queue>

Check off at

<http://tinyurl.com/16a-lab-checkoff>

