

Welcome to EECS 16A!

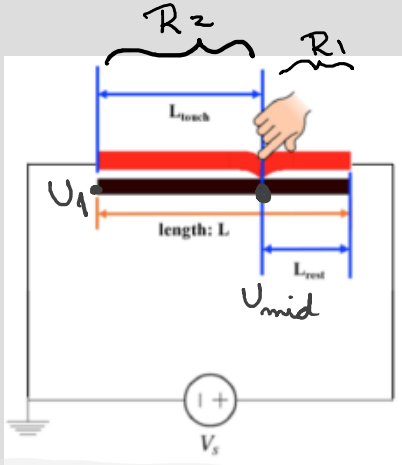
Designing Information Devices and Systems I

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Fall 2021

Module 2
Lecture 4
2D Touchscreen
(Note 14)




Resistive Touch Screen – More realistic model

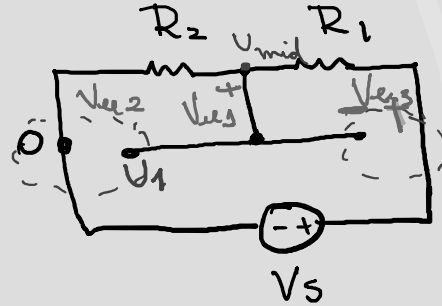


$$R_2 = \frac{\rho L_{\text{touch}}}{A}$$

$$R_1 = \frac{\rho L_{\text{rest}}}{A}$$

⇒ Model 1

()
Ideal Wire



L_2 Added:

- el₁ : wire
- el₂ : open-circuit (V_{el2})
- el₃ : open-circuit (V_{el3})




Model 0

$$U_{\text{mid}} = \frac{R_2}{R_1 + R_2} \cdot V_s$$

(Voltage Divider)

Resistive Touch Screen – More realistic model

⇒
Model 1

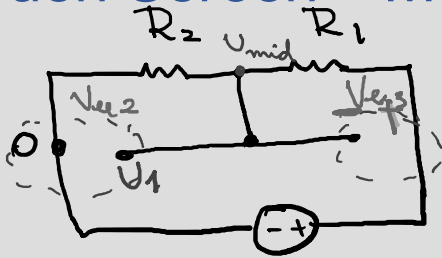
()
Ideal Wire

↳ Added:

el₁: wire

el₂: open-circuit (V_{el2})

el₃: open-circuit (V_{el3})



Model 2

$$U_{mid} = \frac{R_2}{R_1 + R_2} \cdot V_s$$

(Voltage Divider)

$$R_2 = \frac{\rho L_{touch}}{A}$$

$$R_1 = \frac{\rho L_{rest}}{A}$$

V_s el₂:

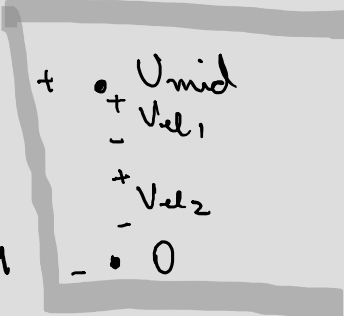
$$V_{el2} = U_1 - 0 \quad (\text{definition of elem. } V)$$

el₁:

$$V_{el1} = U_{mid} - U_1$$

KVL:

$$U_{mid} - 0 = V_{el2} + V_{el1}$$



Resistive Touch Screen – More realistic model



Model 1



Ideal Wire

↳ Added:

el₁: wire

el₂: open-circuit (V_{el2})

el₃: open-circuit (V_{el3})

el₂:

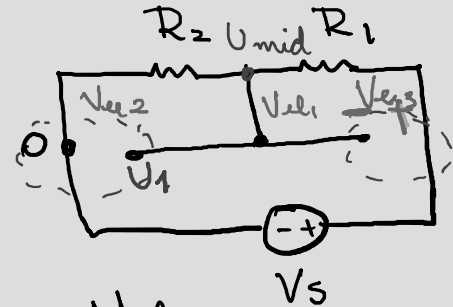
$$V_{el2} = U_1 - 0 \text{ (definition of elem. } V)$$

el₁:

$$V_{el1} = U_{mid} - U_1$$

KVL:

$$U_{mid} - 0 = V_{el2} + V_{el1}$$



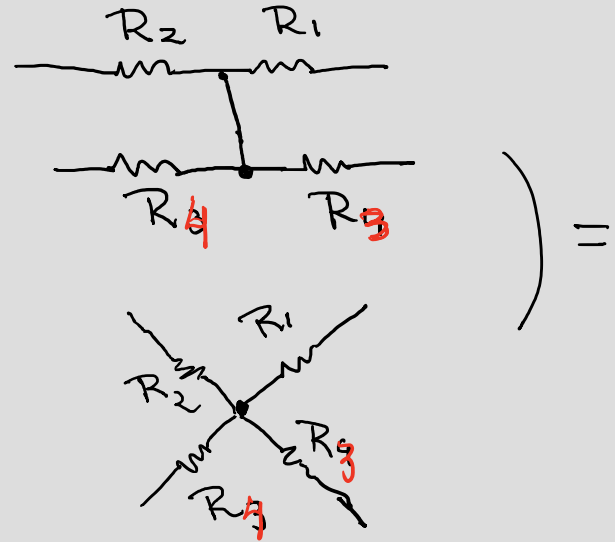
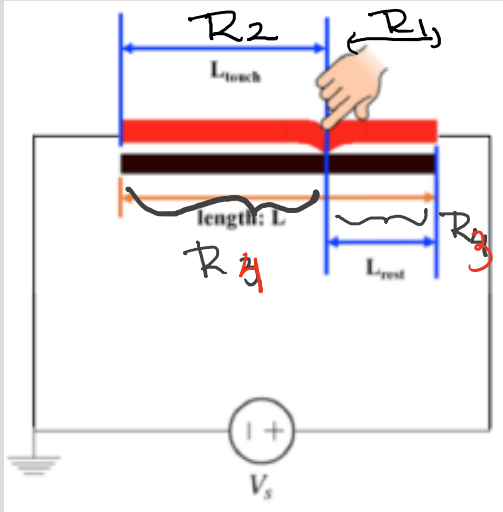
$$\left. \begin{aligned} U_1 &= V_{el2} \\ U_{mid} - U_1 &= V_{el1} \end{aligned} \right\} + \begin{aligned} U_{mid} - \cancel{U_1} + \cancel{U_1} &= V_{el1} + V_{el2} \\ U_{mid} &= V_{el1} + V_{el2} \end{aligned}$$

el₁ is a wire: $\therefore V_{el1} = 0$

$$\underline{U_{mid}} = 0 + V_{el2} = V_{el2} = \underline{U_1}$$

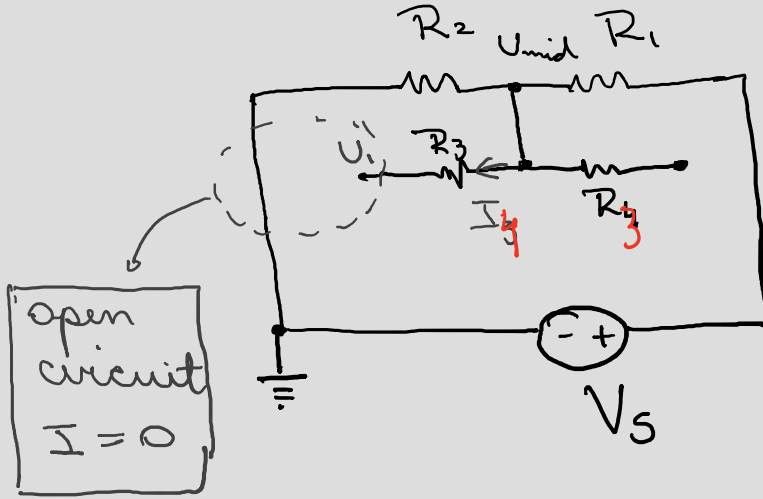
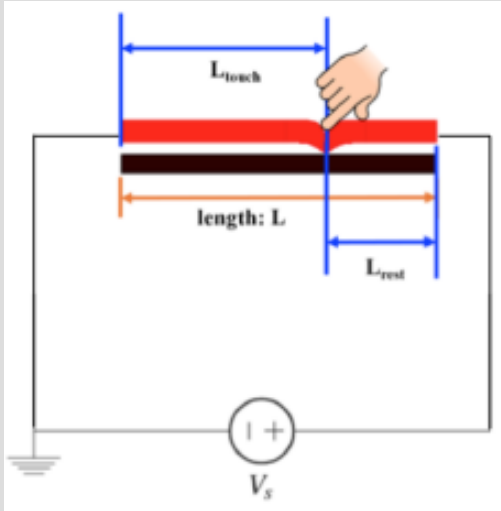
* By measuring V_{el2} we get U_{mid} for any touch.

Resistive Touch Screen – More realistic model



R_1 , R_2 , R_3 and R_4 are unknown.

Resistive Touch Screen – More realistic model



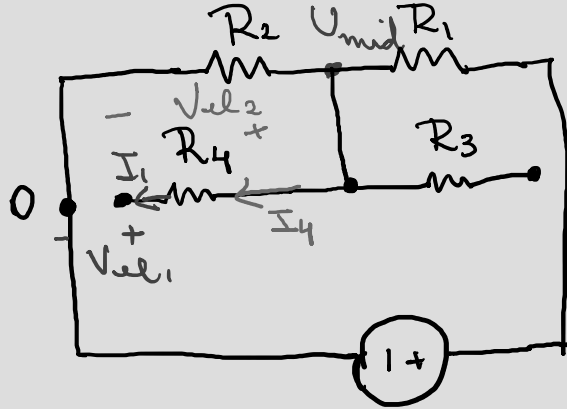
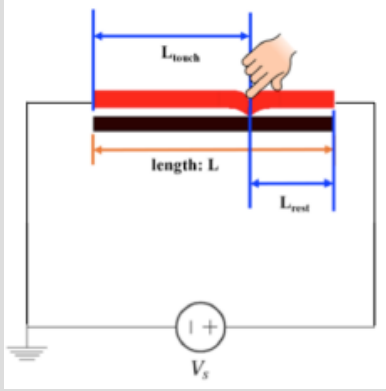
$$I_4 = 0$$

$$U_1 = 0$$

Read out is Voltage!

Resistive Touch Screen – More realistic model

Model 2 – imperfect conductor (resistor)



Circuit

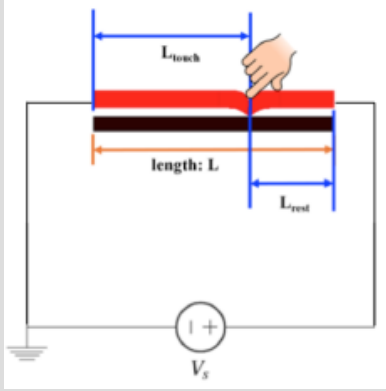
- el₁ : open - circuit ⇒
- el₂ : resistor (R₄)
- V_{el2} = R₄ · I₄ (Ohm's Law)

KCh : I₁ = I₄
 I₁ = 0 ∴ I₄ = 0

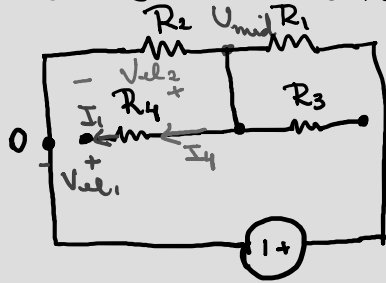
U_{mid} = V_{el1} + V_{el2} = V_{el1} + ~~R₄ · I₄~~ → 0

U_{mid} = V_{el1}

Resistive Touch Screen – More realistic model



Model 2 – imperfect conductor (resistor)



$$KCh : I_1 = I_4$$

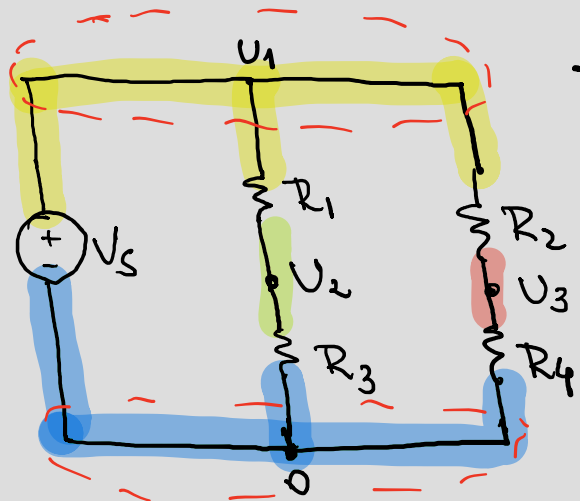
$$I_1 = 0 \therefore I_4 = 0$$

$$U_{mid} = V_{el1} + V_{el2} = V_{el1} + R_4 I_4$$

$$U_{mid} = V_{el1}$$

We can : measure U_{mid} at V_{el1} regardless of backplane material and value of L_{touch}

An interesting circuit



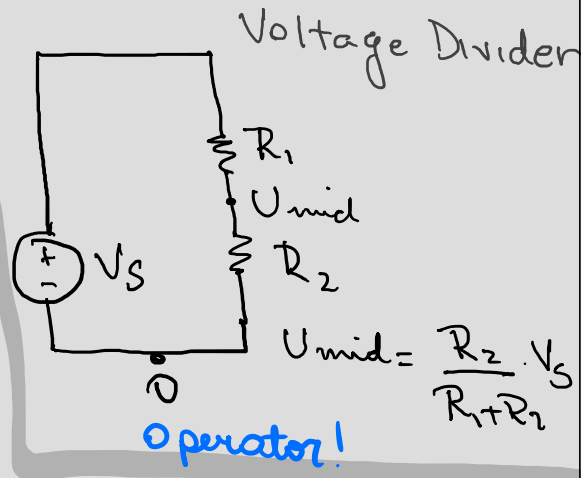
• What are U_2 and U_3 ?

$$U_2 = \frac{R_3}{R_1 + R_3} \cdot V_S$$

$$U_3 = \frac{R_4}{R_2 + R_4} \cdot V_S$$

$$V_S = U_1 - 0 \quad \left| \quad U_2 - 0 = \frac{R_3}{R_1 + R_3} \cdot (U_1 - 0) \right. \begin{matrix} V_S \\ \nearrow \end{matrix}$$

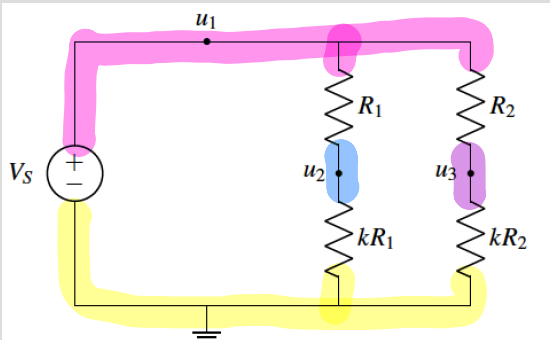
$$\left. \begin{matrix} \\ \\ \end{matrix} \right| \quad U_3 - 0 = \frac{R_4}{R_2 + R_4} \cdot (U_1 - 0) \begin{matrix} V_S \\ \nearrow \end{matrix}$$



operator!

$$U_{mid} = \frac{R_2}{R_1 + R_2} \cdot V_S$$

An interesting circuit



As shown in Note 14

Power supply keeps V in wires equals to V_s regardless of how many branches we have.

$$U_2 = \frac{R_3}{R_1 + R_2} \cdot V_s$$

$$U_2 = ?$$

$$U_3 = ?$$

$$R_3 = kR_1 \quad R_4 = kR_2$$

$$U_2 = \frac{kR_1}{R_1 + kR_1} \cdot V_s$$

$$U_2 = \frac{k}{1+k} \cdot V_s$$

$$U_3 = \frac{kR_2}{R_2 + kR_2} \cdot V_s$$

$$U_3 = \frac{k}{1+k} \cdot V_s$$

$$U_2 = U_3$$

Let's add on more resistor



$E_{\text{elem}5} = \text{resistor } R_5$

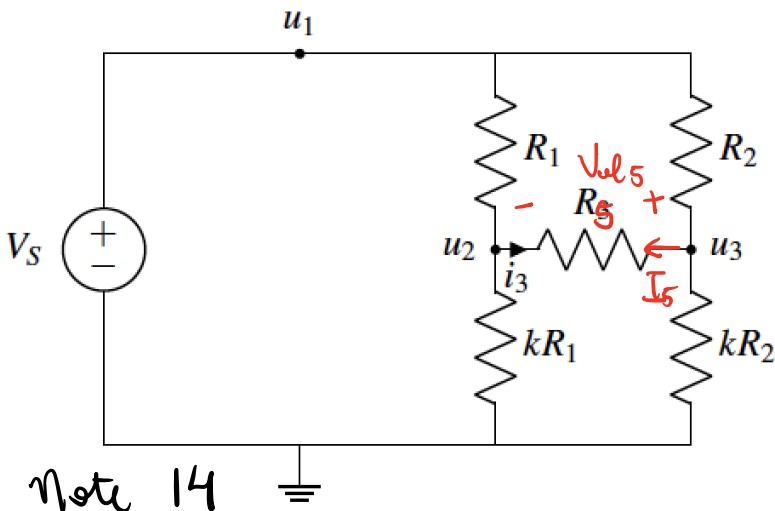
$V_{el5} = U_3 - U_2$ (Voltage Definition)

$V_{el5} = I_{el5} \cdot R_5$ (Element Def.)

Bold Assumption

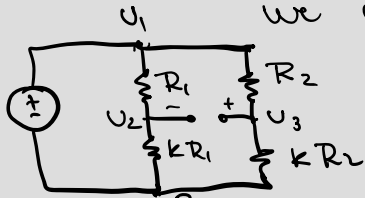
$V_{el5} = 0$

if $V_{el5} = 0 \Rightarrow I_{el5} = \frac{V_{el5}}{R_5} = 0$



Note 14 \equiv

if $I_{el5} = 0 \Rightarrow$ the circuit is the same as the one we already analysed without R_5 .



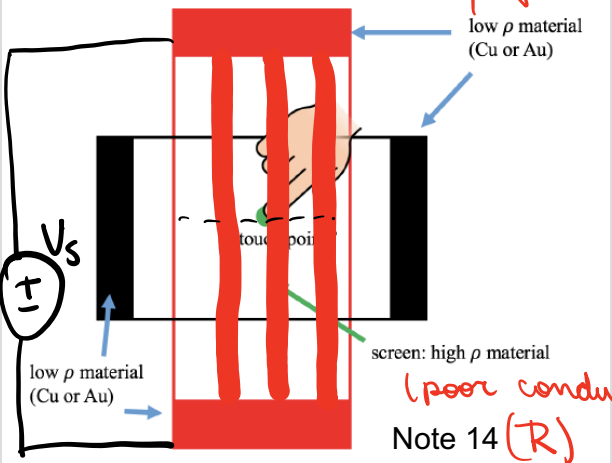
$I_{el5} = 0$
 $U_2 = \frac{k}{1+k} V_S$

$U_3 = U_2 \Rightarrow V_{el5} = U_3 - U_2 = 0$

More on equivalence later!

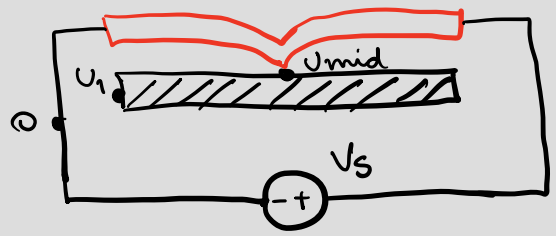
2D Touch Screen

Top View



(wire)
good conductor

(poor conductor)

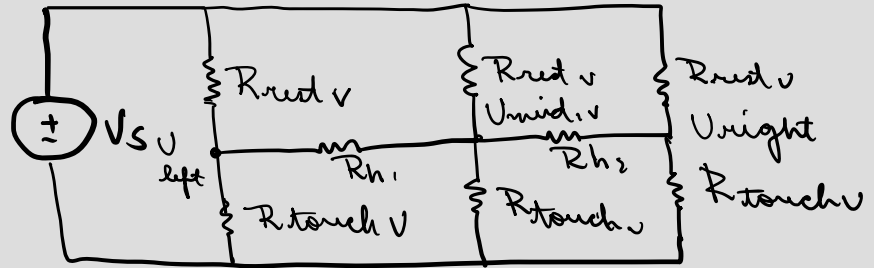


This is our interesting circuit.

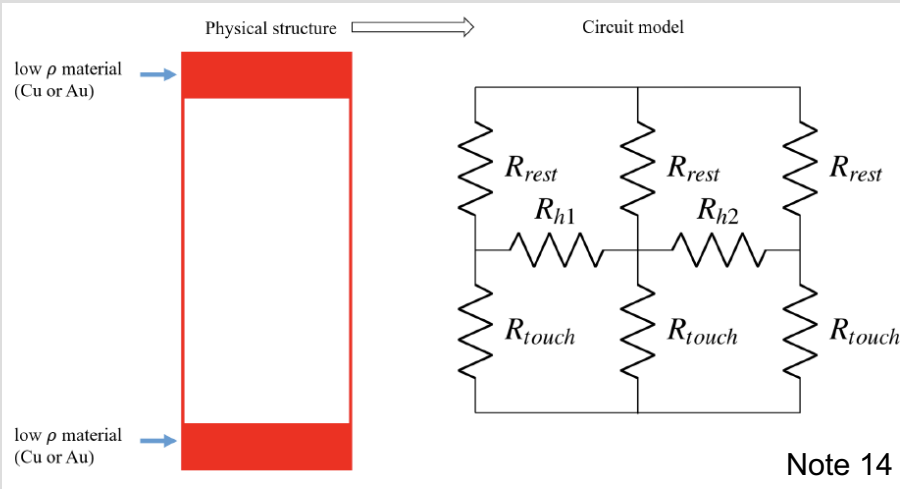
$$U_{mid,v} = U_{left} = U_{right}$$

$$U_{mid,v} = \frac{R_{touch}}{R_{rest} + R_{touch}} \cdot V_s$$

$$U_{mid,v} = \frac{\rho \frac{L_{touch}}{A}}{\rho \frac{L_{rest}}{A} + \rho \frac{L_{touch}}{A}} \cdot V_s$$



Top Plate Model

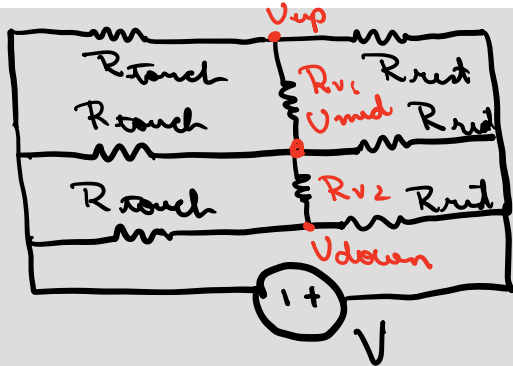
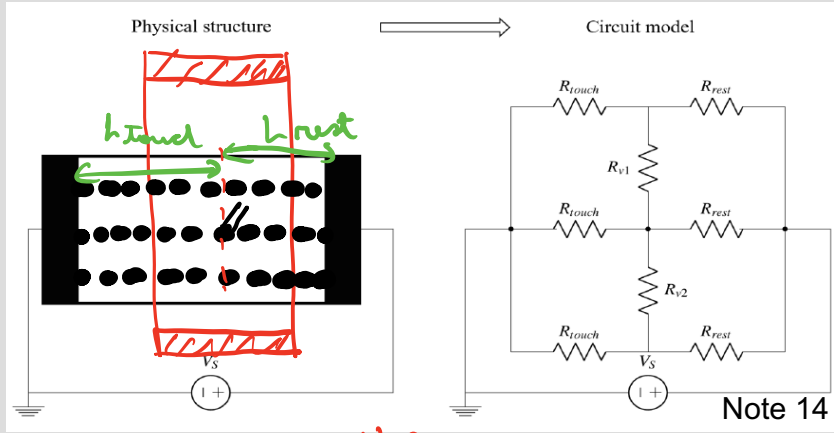


$$U_{mid,v} = \frac{h_{touch}}{h_{rust}} \cdot U_S$$

h_0 Vertical position
in the screen.

What should be our next step?

Bottom Plate Model



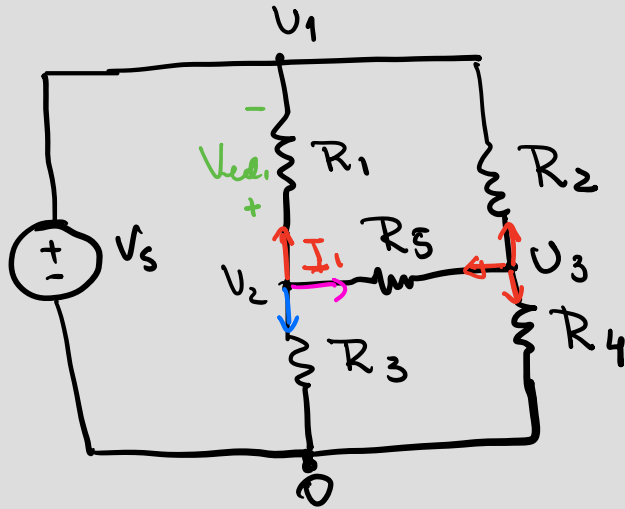
$$V_{up} = V_{mid} = V_{down}$$

$$V_{mid} \neq \frac{R_{touch_{t1}}}{R_{rest_{t1}} + R_{touch_{t1}}} \cdot V_S$$

$$V_{mid} = \frac{h_{touch_{t1}}}{h_n} \cdot V_S$$

Horizontal information

Faster Circuit Analysis



$$I_1 = \frac{V_2 - V_1}{R_1} \rightarrow V_{el,1} = I_1 \cdot R_1$$
$$V_{el,1} = V_2 - V_1$$

Magic: Apply KCL to nodes!

Step 1: Label nodes and choose a ref. node

Step 2: Write equations for nodes that have voltage sources between them

$$V_1 - 0 = V_s \Rightarrow V_1 = V_s$$

Step 3: KCL + IR
combo including current sources.

$$U_2 : \frac{U_2 - \cancel{U_1} \xrightarrow{V_s}}{R_1} + \frac{U_2 - 0}{R_3} + \frac{U_2 - U_3}{R_5} = 0$$

$$U_2 = ?$$

$$U_3 = ?$$

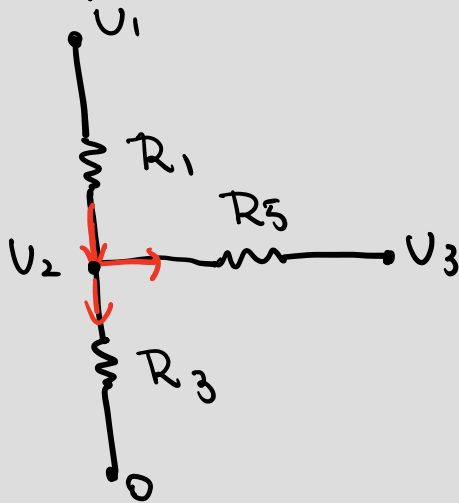
Apply to U_3

$$\frac{U_3 - \cancel{U_1} \xrightarrow{V_s}}{R_2} + \frac{U_3 - U_2}{R_5} + \frac{U_3 - 0}{R_4} = 0$$

$$U_2 \left(\frac{1}{R_1} + \frac{1}{R_3} + \frac{1}{R_5} \right) - \frac{1}{R_5} U_3 = \frac{V_s}{R_1}$$

$$U_3 \left(\frac{1}{R_2} + \frac{1}{R_3} + \frac{1}{R_4} \right) - \frac{1}{R_5} U_2 = \frac{U_s}{R_2}$$

Example



$$\frac{U_1 - U_2}{R_1} = \frac{U_2 - 0}{R_3} + \frac{U_2 - U_3}{R_5}$$

negative