

Welcome to EECS 16A!

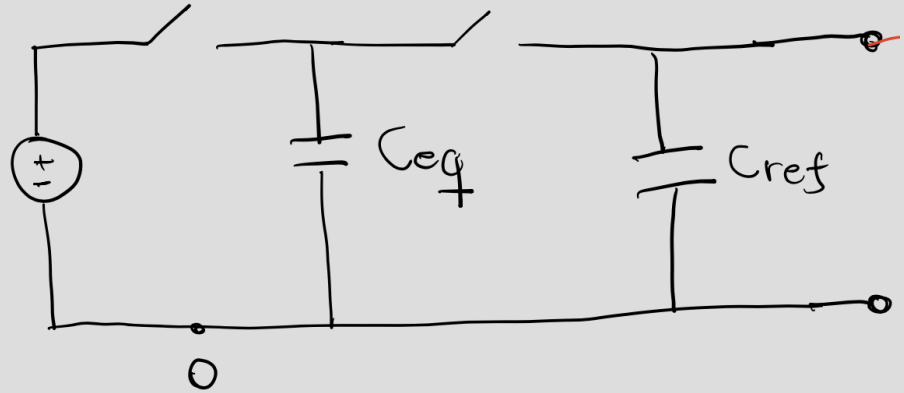
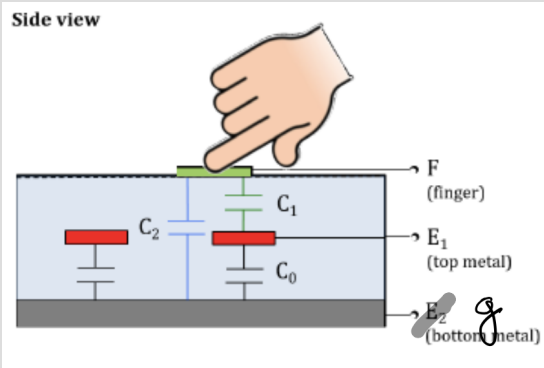
Designing Information Devices and Systems I

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Fall 2021

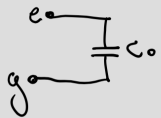
Module 2
Lecture 9
Operational Amplifier and Comparator
(Note 18)



Last Class...

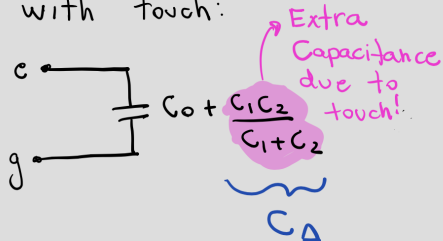


when no touch:



$$\Rightarrow V_{OUT} = \frac{C_0}{C_0 + C_{ref}} \cdot V_s$$

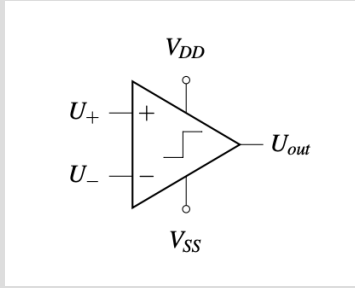
with touch:



$$\Rightarrow V_{OUT} = \frac{(C_0 + C_\Delta)}{C_0 + C_\Delta + C_{ref}} \cdot V_s$$



How can we go from voltage measurement to binary
answer: touch or no touch?



- We need to choose a Voltage that we call : Threshold Voltage (V_{th})

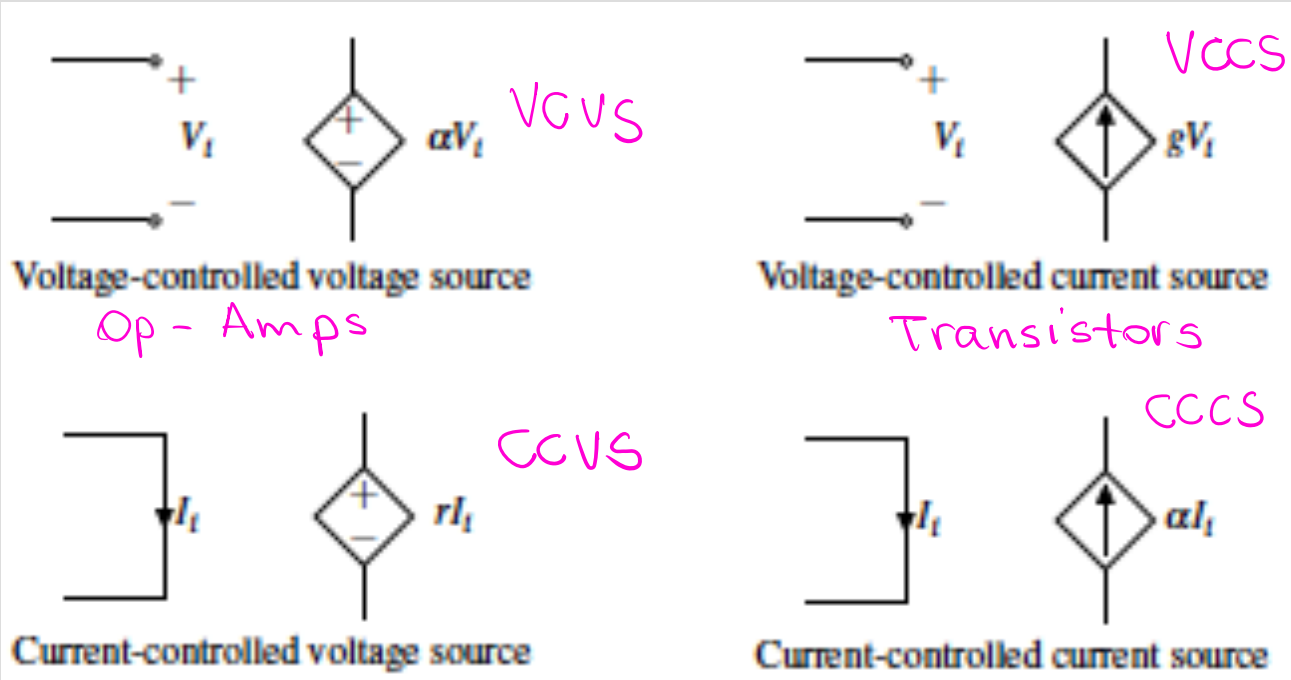
- Above V_{th} \therefore 1 (touch)

- Below V_{th} \therefore 0 (no-touch)

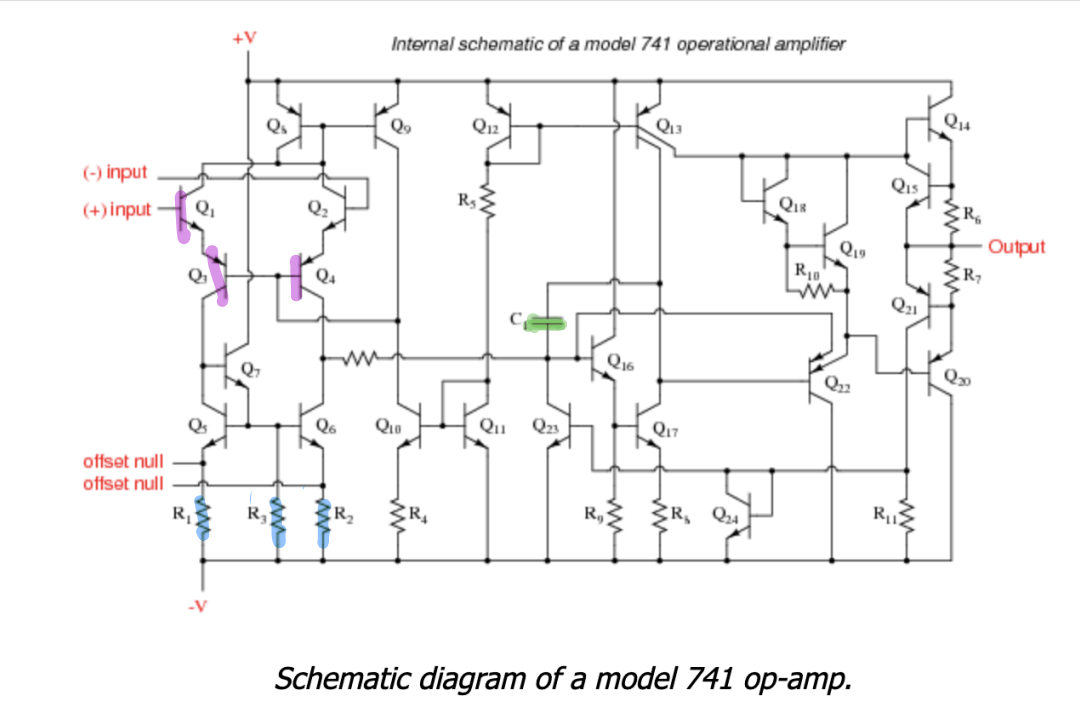
We need to compare Voltages to determine if 1 or 0

How can we go from voltage measurement to binary answer: touch or no touch?

- New tools are needed – new circuit elements

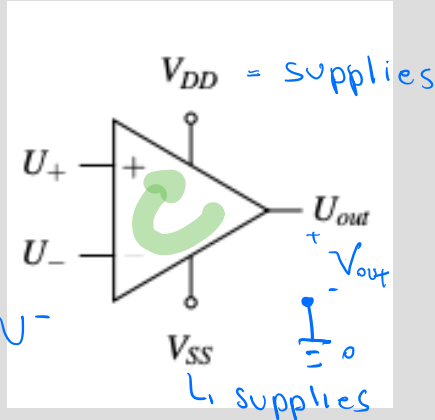


An example of an Op-amp circuit diagram



Operational Amplifier

An op-amp (operational amplifier) is a device that transforms a small voltage difference into a very large voltage difference.

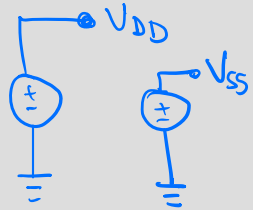
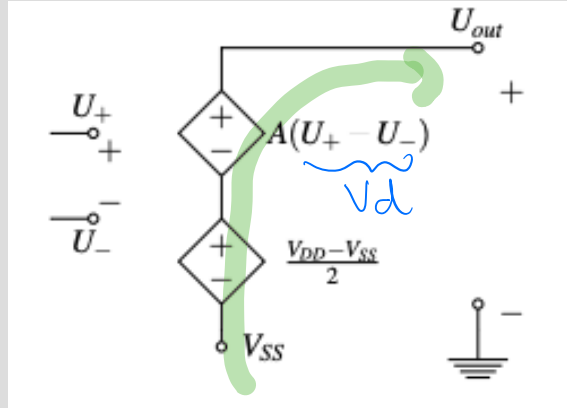


V_d

$V_d = U^+ - U^-$

An op-amp has two input terminals marked (+) and (-) with potentials U_+ and U_- , two power supply terminals called V_{DD} and V_{SS} , and one output terminal with potential U_{out} .

Model



$$U_{out} = V_{SS} + \frac{V_{DD} - V_{SS}}{2} + A \cdot V_d$$

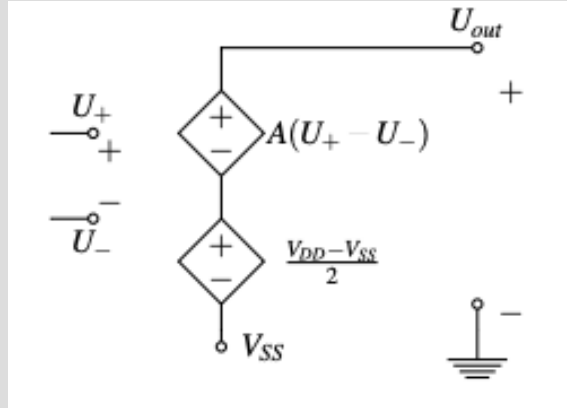
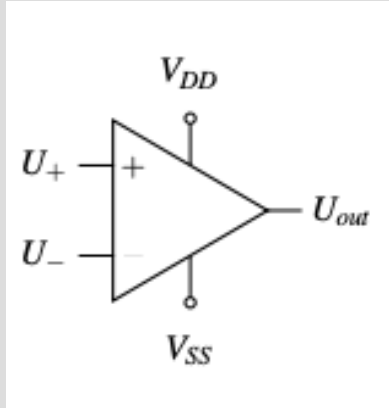
when

$$V_{SS} \leq \frac{V_{DD} - V_{SS}}{2} + A \cdot V_d \leq V_{DD}$$

Operational Amplifier

An op-amp (operational amplifier) is a device that transforms a small voltage difference into a very large voltage difference.

$$\frac{V_{DD} - V_{SS}}{2} + A V_d \quad V^*$$



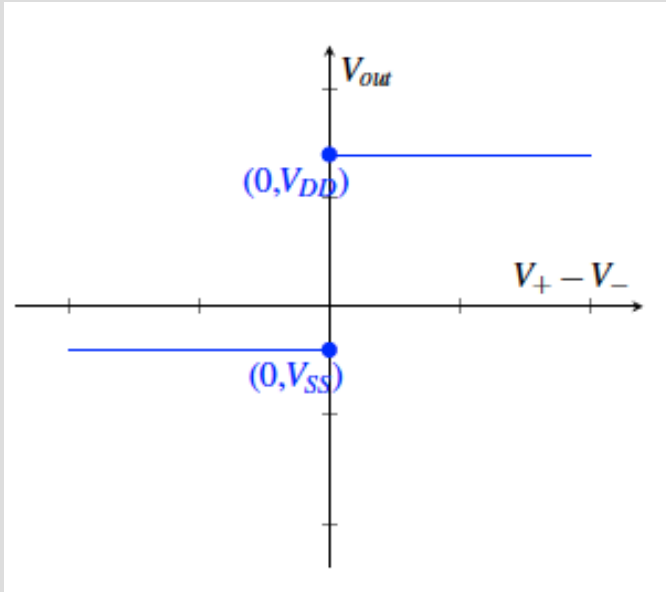
An op-amp has two input terminals marked (+) and (-) with potentials U_+ and U_- , two power supply terminals called V_{DD} and V_{SS} , and one output terminal with potential U_{out} .

$$V_{out} = V_{DD} \quad \text{if} \quad V^* > V_{DD}$$

$$V_{out} = V_{SS} \quad \text{if} \quad V^* < V_{SS}$$

Can be used to compare Voltage

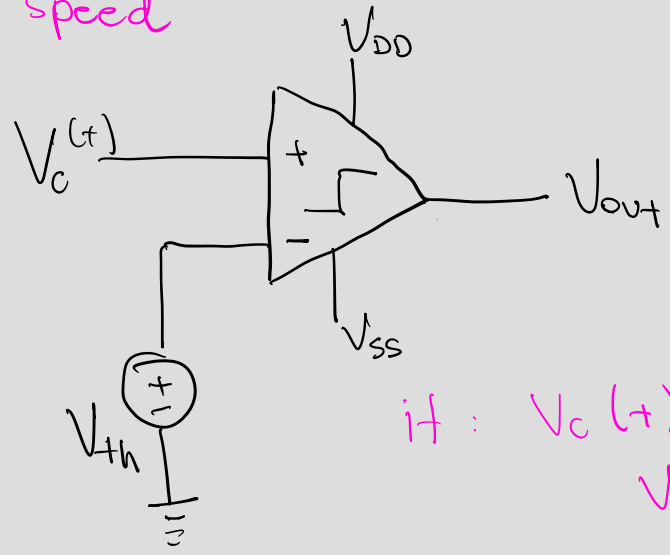
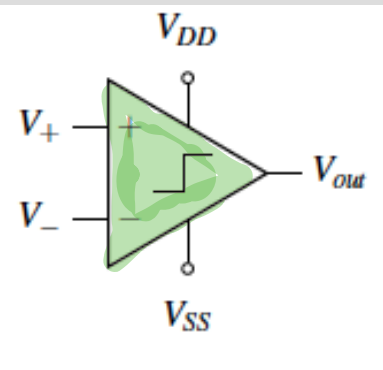
Comparator – optimized for binary output



V_{DD} can be much
higher than V_{SS}
∴
it amplifies the
signal.

Comparator – optimized for binary output

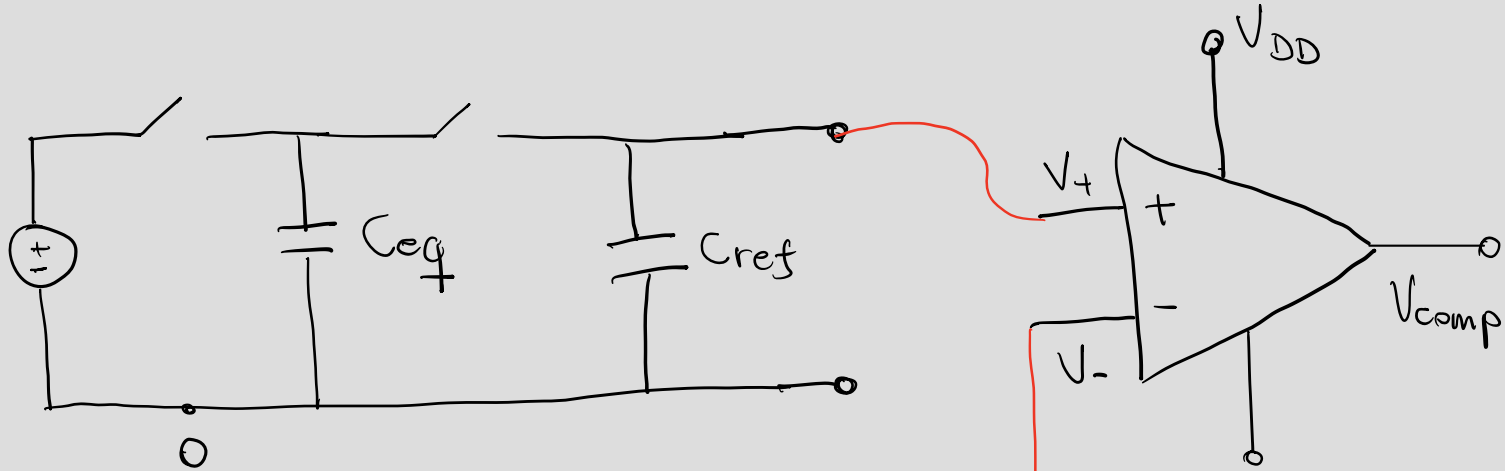
Also optimized for speed



if : $V_c(t) > V_{th}$
 $V_{out} = V_{DD}$

if : $V_c(t) \leq V_{Th}$
 $V_{out} = V_{SS}$

Back to our Capacitive Touchscreen



$C_{eq} \Rightarrow C_0 + C_A$ - touch
 C_0 - no touch

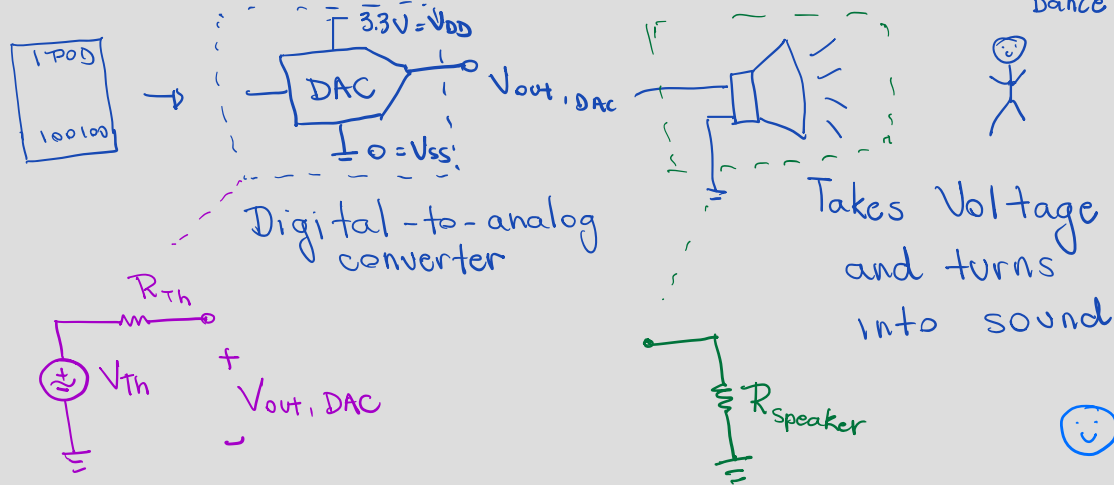
V_{DD} touch
no touch V_{SS}

$V_{+threshold}$
Should be half way between V_{touch} and $V_{notouch}$

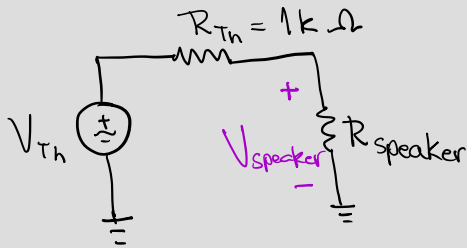
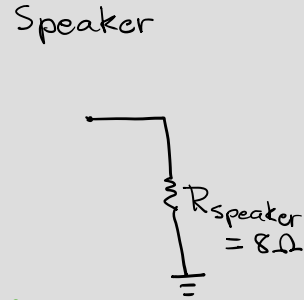
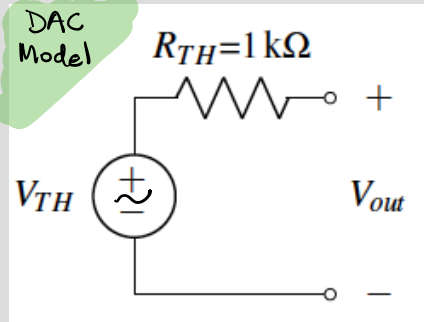
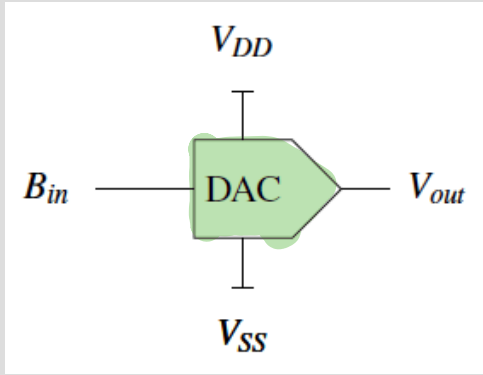
New Design – Let's play music

* Want to play music LOUD

↳ Music is stored as digital signal
Digital → Analog



Digital to Analog Converter - DAC



Voltage Divider

$$V_{speaker} = \frac{R_{speaker}}{R_{TH} + R_{speaker}} \cdot V_{TH}$$

Handwritten annotations: 8Ω above $R_{speaker}$, 1000Ω below R_{TH} , and 8Ω above $R_{speaker}$ in the denominator.

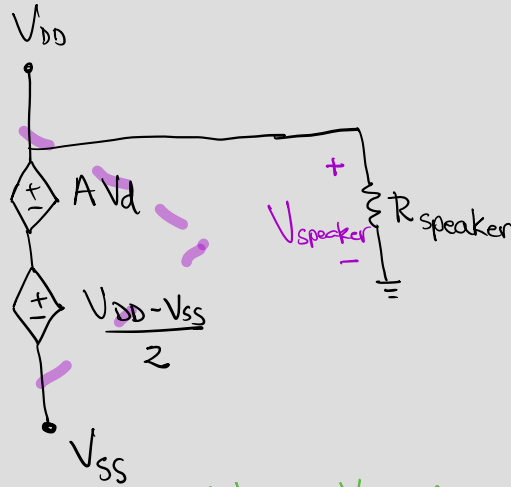
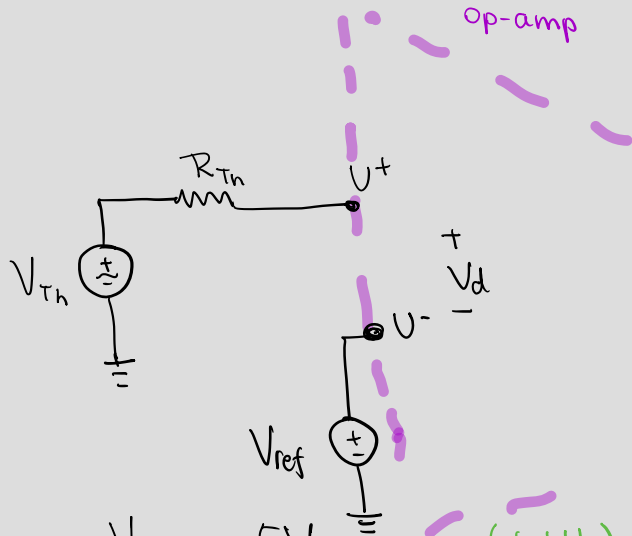
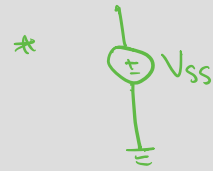
$$V_{speaker} = \frac{V_{TH}}{126}$$

Not loud!
Too quiet!

Need to isolate DAC.



Digital to Analog Converter - DAC



$$V_{DD} = -V_{SS} = 5V$$

10V output

(Input)

$$V_d = U^+ - U^- = V_{Th} - V_{ref}$$

(KUL)

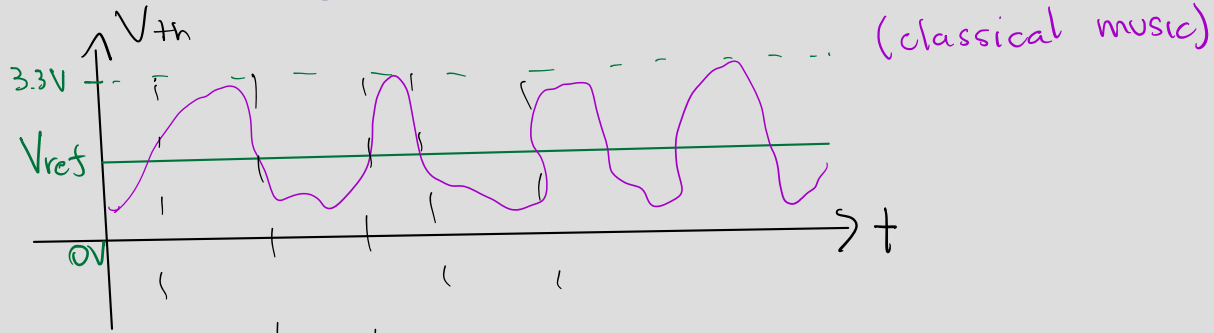
$$V_{speaker} = V_{SS} + \frac{V_{DD} - V_{SS}}{2} + A_{vd} = A_{vd}$$

$$\frac{V_{DD} + V_{SS}}{2} = 0$$

when:

$$V_{SS} < A_{vd} < V_{DD}$$

Digital to Analog Converter - DAC



Need to isolate DAC with controllable gain!
e.g. $3\times$

Negative Feedback

$$S_{err} = S_{in} - S_{fb}$$

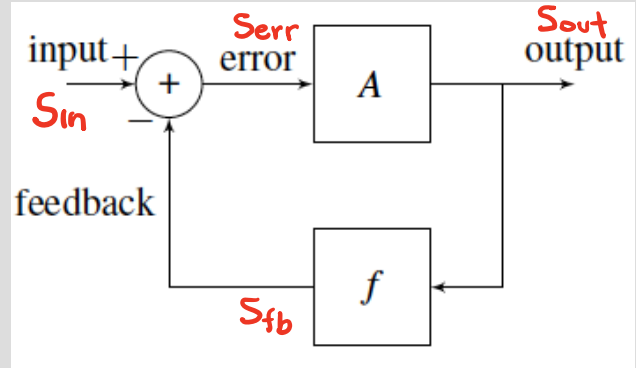
$$S_{out} = A \cdot S_{err}$$

$$S_{fb} = f \cdot S_{out}$$

$$\frac{S_{out}}{A} = S_{in} - S_{fb}$$

$$S_{out} \left(\frac{1}{A} + f \right) = S_{in}$$

$$\frac{S_{out}}{S_{in}} = \frac{1}{\frac{1}{A} + f} = \frac{A}{1 + Af}$$



- Making small adjustments to correct output on the fly
- Basis of control theory
- Many examples in daily life:

- Biology

- Self-driving car

- Human driving car

- Hand-eye coordination

- ...

Negative Feedback

$$\frac{S_{out}}{S_{in}} = \frac{A}{1 + A f}$$

- Describes the behaviour of the system - transfer function.
- How S_{out} depends on S_{in}

$$\frac{S_{out}}{S_{in}} \underset{A \rightarrow \infty}{=} \frac{1}{f}$$

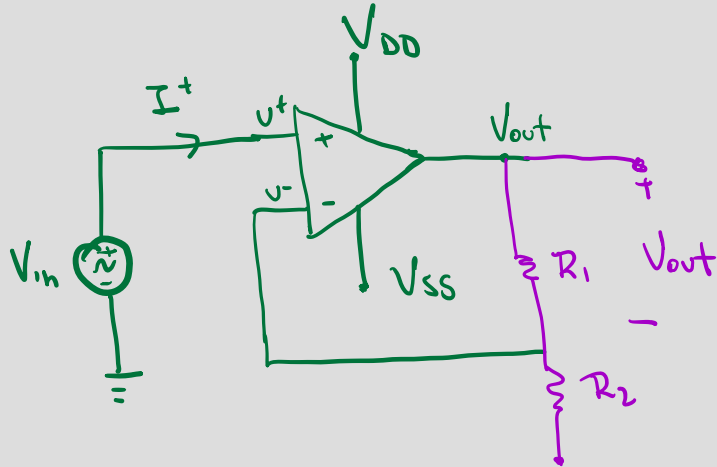
↳ We control the output via block f !

So $V_{out} = \frac{1}{f} V_{in}$ for very large gain.

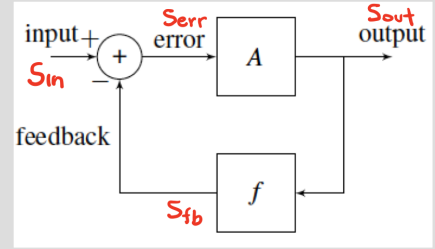
↳ we can set f to get any output.

(Beautiful result): 😊

Need to isolate the DAC from speaker – OP-Amp with NFB



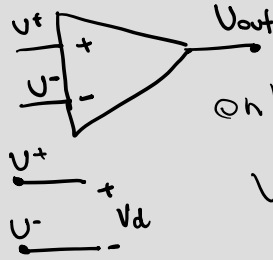
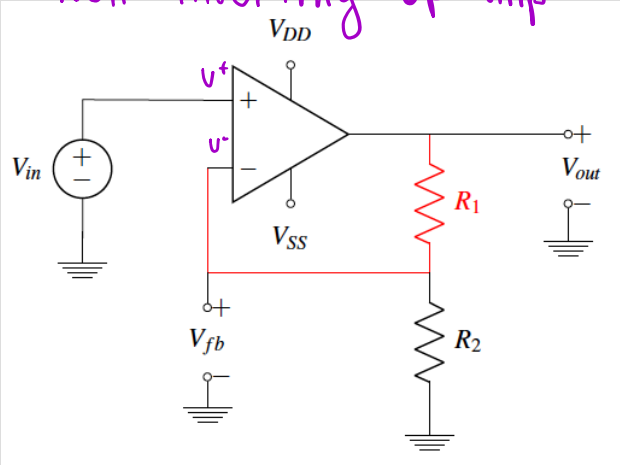
- We want to measure V_{out} , take a portion of the signal and feedback as V^-



$$\begin{aligned}U^+ &= S_{in} \\V_{out} &= S_{out} \\U^- &= S_{fb} \\U^+ - U^- &= S_{err}\end{aligned}$$

Op-Amp in negative feedback

Non-inverting op-amp



Model :

only for

$$V_{SS} < V_{out} < V_{DD}$$

Simpler model as the second source is not "needed".

- (1) $V_d = U^+ - U^- = V_{in} - V_{fb}$
 - (2) $V_{out} = A V_d$
 - (3) $V_{fb} = \frac{R_2}{R_1 + R_2} \cdot V_{out}$
- "BUFFER circuit" $\hookrightarrow f$

$$V_{out} = A (V_{in} - f \cdot V_{out})$$

$$V_{out} (1 + Af) = A V_{in}$$

$$A_v = \text{Gain} = \frac{V_{out}}{V_{in}} = \frac{A}{1 + Af}$$

$$A_v = \frac{1}{f} \hookrightarrow \frac{R_1 + R_2}{R_2} = 1 + \frac{R_1}{R_2}$$

Golden Rules of Op-Amps

For our design we want $A = 3$

$$V_d = \frac{V_{out}}{A} \quad \text{if } A \rightarrow \infty$$

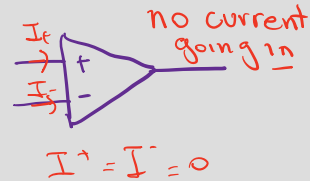
$$V_d = \frac{1}{A} \cdot \frac{A}{1+A\beta} V_{in} = \frac{V_{in}}{1+A\beta} = 0$$

In NFB: $V^+ = V^-$ and $A \rightarrow \infty$

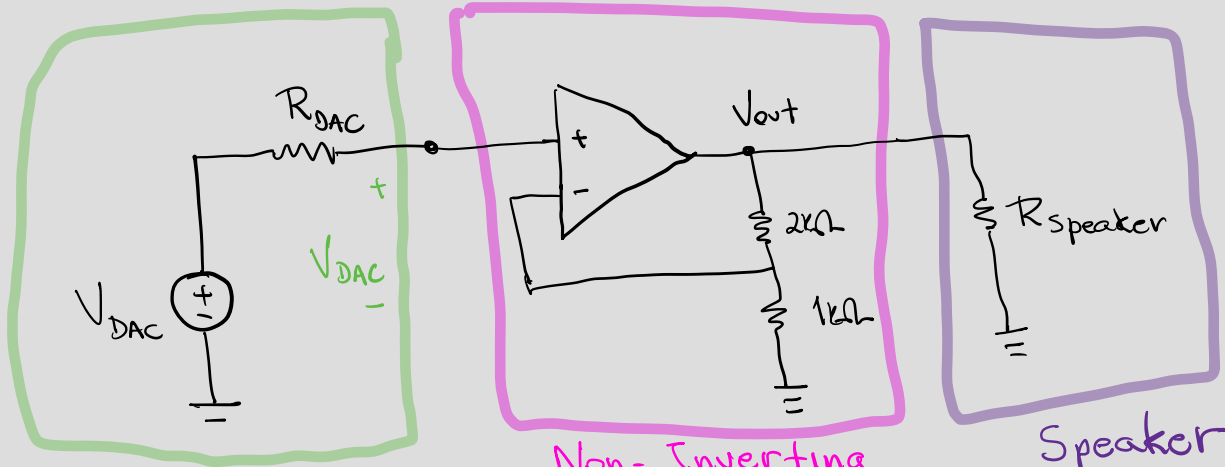
Rules: (Golden Rules)

(1) $I^+ = I^- = 0$ (always true)

(2) $V^+ = V^-$ (only in NFB & $A \rightarrow \infty$)



Let's go back to playing music



DAC

Non-Inverting Amplifier
(feedback gain = 3)

Speaker

Party time!
Yay!