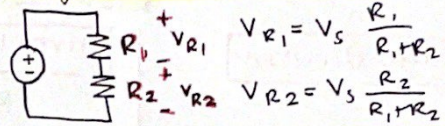


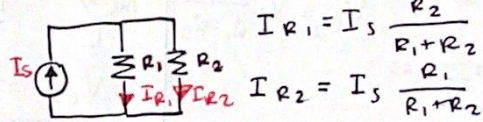
BASICS: Resistors and capacitors

	Resistors	Capacitors
General Construction	$R = \rho \frac{\text{length}}{\text{Area}}$	$C = \kappa \epsilon_0 \frac{\text{Area}}{\text{distance}}$
I-V relation	$V = IR$	$Q = CV \rightarrow I = C \frac{dV}{dt}$
Series Equivalence	$R_{eq} = R_1 + R_2$	$\frac{1}{C_{eq}} = \frac{1}{C_1} + \frac{1}{C_2} \left\} C_1 C_2 = \frac{C_1 C_2}{C_1 + C_2}\right.$
Parallel	opposite \rightarrow	opposite \leftarrow
energy stored	resistors don't store energy	$E = \frac{1}{2} CV^2$

Voltage divider in series



Current divider in Parallel



Capacitors (Basic circuits)

* use $I = C \frac{dV}{dt}$!

$Q = CV$

$\frac{dQ}{dt} = \frac{d}{dt} CV$

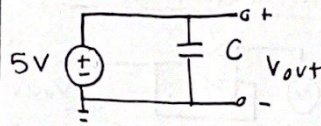
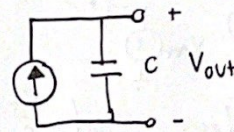
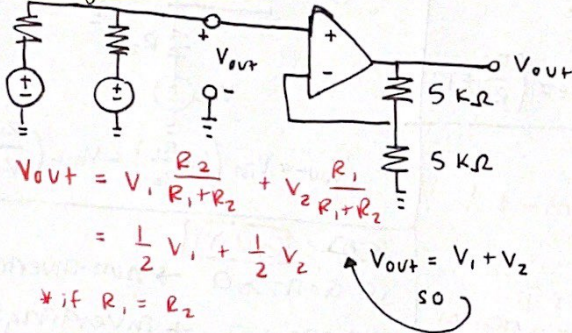
$I = C \frac{dV}{dt}$

$\therefore V_{out} = \frac{I}{C} t + V_0$

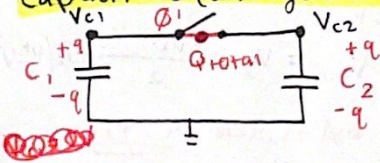
initial charge of capacitor

$Q = CV!$

Voltage summer



Capacitors (charge sharing)



once ϕ closes:

$V_{c1} = 1V = 1V$
 $V_{c2} = 2V$

currently

$C_1 = C_2 = 1 \mu F$

$Q_{tot} = +q_{c1} + q_{c2}$

$C_1: q_{c1} = C_1 V_{c1} = (1 \mu F)(1V) = 1 \mu C$
 $C_2: q_{c2} = C_2 V_{c2} = (1 \mu F)(2V) = 2 \mu C$

$Q_{tot} = 3 \mu C$

$V_f = \frac{C_1 V_{c1} + C_2 V_{c2}}{C_1 + C_2}$

← general formula!

find V_{final} :

$C_1 V_f + C_2 V_f = 3 \mu C$

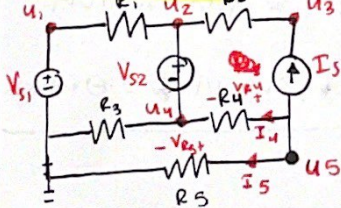
$V_f (C_1 + C_2) = 3 \mu C$

$V_f = \frac{3}{2} V$

change on both

$Q = CV \rightarrow Q = 1 \mu F (\frac{3}{2}) = \frac{3}{2} \mu C$

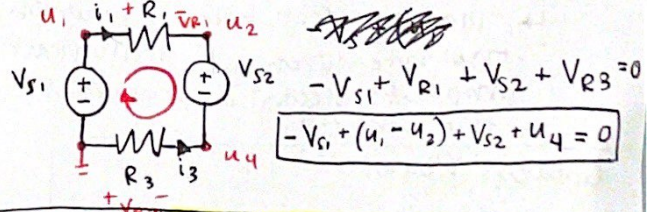
KCL + KVL



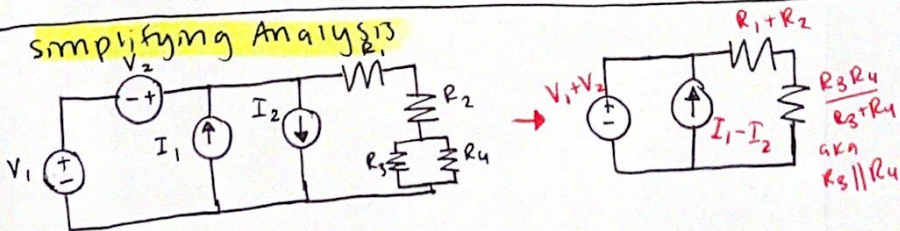
KCL @ u5

$I_m = I_{out}$
 $0 = I_c + i_4 + i_5$
 $0 = I_s + \frac{u_5 - u_4}{R_4} + \frac{u_5}{R_5}$

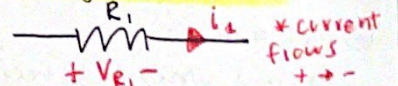
KVL @ upper left



Simplifying Analysis



Passive sign convention

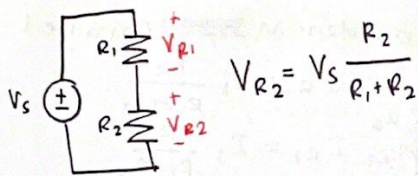


Power

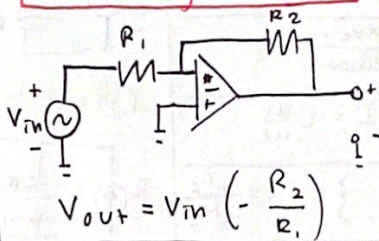
$P = IV$ Always!
 * power is always conserved!
 sum of all power = 0!

REFERENCE CIRCUITS

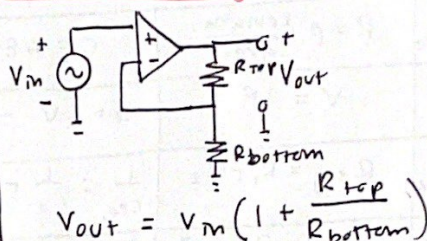
Voltage Divider



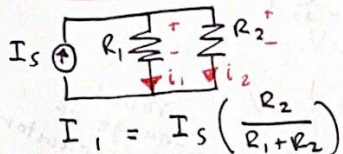
Inverting OP-Amp



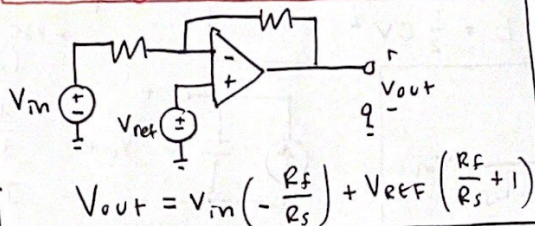
Non-Inverting Op-Amp



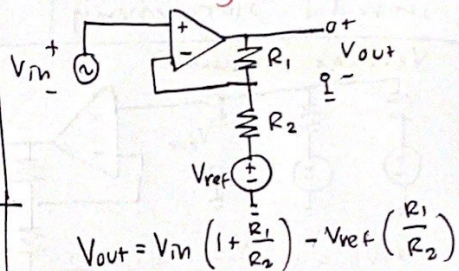
Current Divider



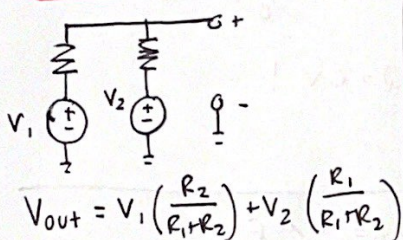
Inverting Amp w/ Reference



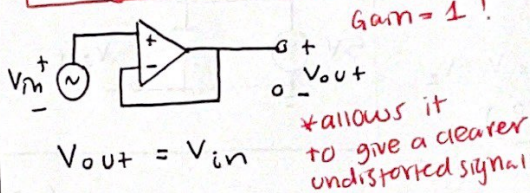
Non-Inverting Amp w/ Ref



Voltage Summer



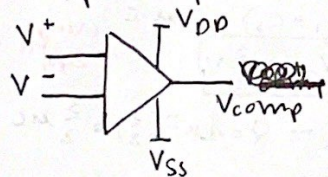
Unity Gain Buffer



Gain
 if Gain > 0 → non-inverting
 if Gain < 0 → inverting!

Op Amps

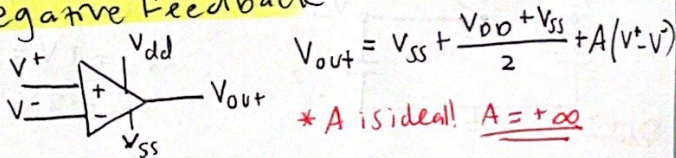
→ comparators: compares 2 voltages
 → op-amp: operational Amplifier



if $V^+ > V^-$; $V_{comp} = V_{DD}$
 if $V^+ < V^-$; $V_{comp} = V_{SS}$

- amplifies signals
- Isolate circuits to added effect
 ↳ "loading effect" = degree to which the measurement instrument impacts electrical properties of the circuit.

Negative Feedback



for an op-amp in negative feedback:
 $V_{in} - f \cdot V_{out} = V_{err} \Rightarrow V_{out} = \frac{A}{1 + Af} V_{in}$

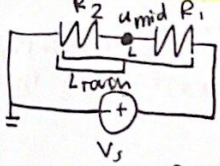
checking for negative feedback

- ① zero out all indep sources
 ↳ voltage source = wire
 ↳ current sources = open switch
- ② wiggle!
 ↳ if error signal ↓, output ↓ = ⊖ fdbk

Golden Rules

- ① $I^+ = I^- = 0$
- ② $U^+ = U^-$
 ↳ only when in ⊖ feedback
 ↳ $A = +\infty$
 ↳ $V_{error} = 0$ aka $u^+ - u^-$
 ↳ $V_{out} = A V_{error} = A(u^+ - u^-)$
 $V_{out} = \frac{A}{1 + Af} u^+ \rightarrow u^- = f V_{out} = \frac{fA}{1 + Af} u^+$

1D Resistive Touchscreen



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

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

$$V_{out} = \frac{R_2}{R_1 + R_2} V_s$$

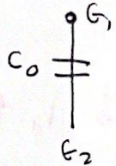
* u_mid is the touch!

$$u_{mid} = \frac{R_2}{R_1 + R_2} V_s = \frac{L_{touch}}{L} V_s$$

Superposition

- Voltage source = wire
- Current source = open switch
- find the value of an element in each "circuit"
- add together the current + voltage

w/ no finger



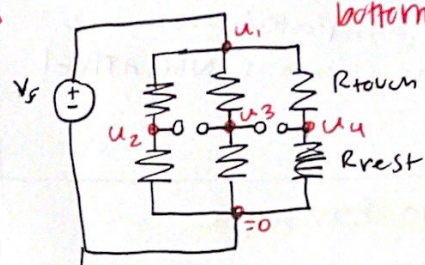
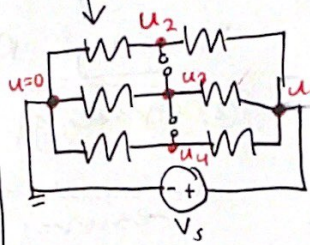
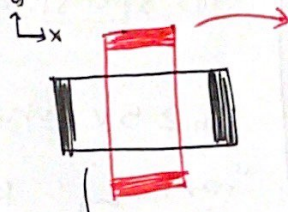
w/ finger equations

$$C_0 = \epsilon \frac{d_2 w_1}{t_1}$$

$$C_F - E_1 = \epsilon \frac{d_1 w_1}{t_2 - t_1}$$

$$C_F - E_2 = \epsilon \frac{d_2 (w_2 - w_1)}{t_2}$$

2D Touchscreen (Resistive)



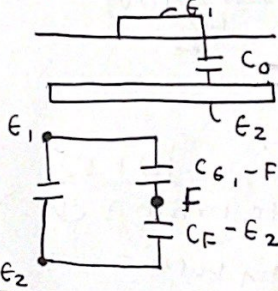
* top = y-coord
bottom = x-coord

$$u_3 = \frac{R_{touch}}{R_{rest} + R_{touch}} V_s$$

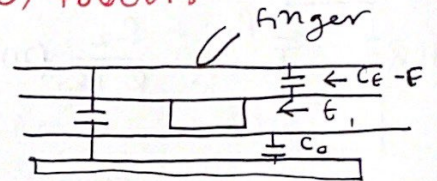
aka $u_3 = \frac{L_{touch}}{L} V_s$
 ← vertical for top!
 horizontal for bottom

Capacitive Touchscreen

w/ no touch?

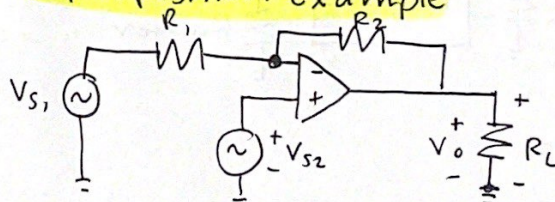


w/ touch:



$$C_{E1} = \parallel (C_F - E_2) + C_0$$

Superposition Example



$$V_0 = \left(1 + \frac{R_2}{R_1}\right) V_{s2} - \left(\frac{R_2}{R_1}\right) V_{s1}$$

V_s2 was a non-inverting op amp

V_s1 is inverting!

Random Reminders

- power dissipated from the voltage source is NEGATIVE!

Design Example

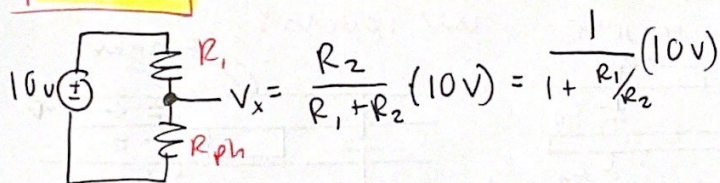
Problem

$v_m > 0 \rightarrow$ forward

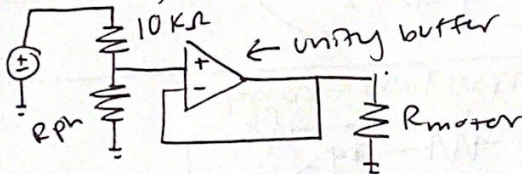
$v_m < 0 \rightarrow$ backward

$|v_m| \propto$ proportional to speed

Solve



* need $V_x = 5V$ when $R_{ph} = 10k\Omega$
use a unity buffer! to invert it 😊



① specs: distance \downarrow , speed \downarrow

we want decreasing positive voltage for this

$V_m \geq 5V$ when "far away"

"far away" $R_{\text{photosensor}} = 10k\Omega$

"nearby" $R_{\text{photosensor}} = 100\Omega$

Strategy

as $D \uparrow$, $L \downarrow$, $R_{\text{photosensor}} \uparrow$

we need to build something that measures resistance \rightarrow output voltage!

\rightarrow try voltage divider!

as $R_1 \uparrow$, $(\frac{R_1}{R_2}) \uparrow$, $V_x \downarrow$

$R_2 \uparrow$, $(\frac{R_1}{R_2}) \downarrow$, $V_x \uparrow$

make $R_2 = R_{ph}$

$D \uparrow$, $L \downarrow$, $R_{ph} \uparrow$, $(\frac{R_1}{R_{ph}}) \downarrow$, $V_x \uparrow$ ✓