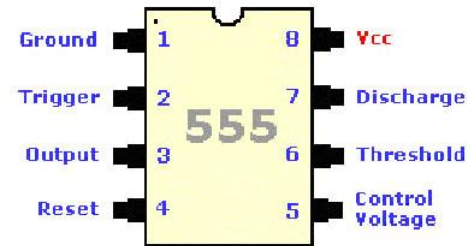


# 555 Timer



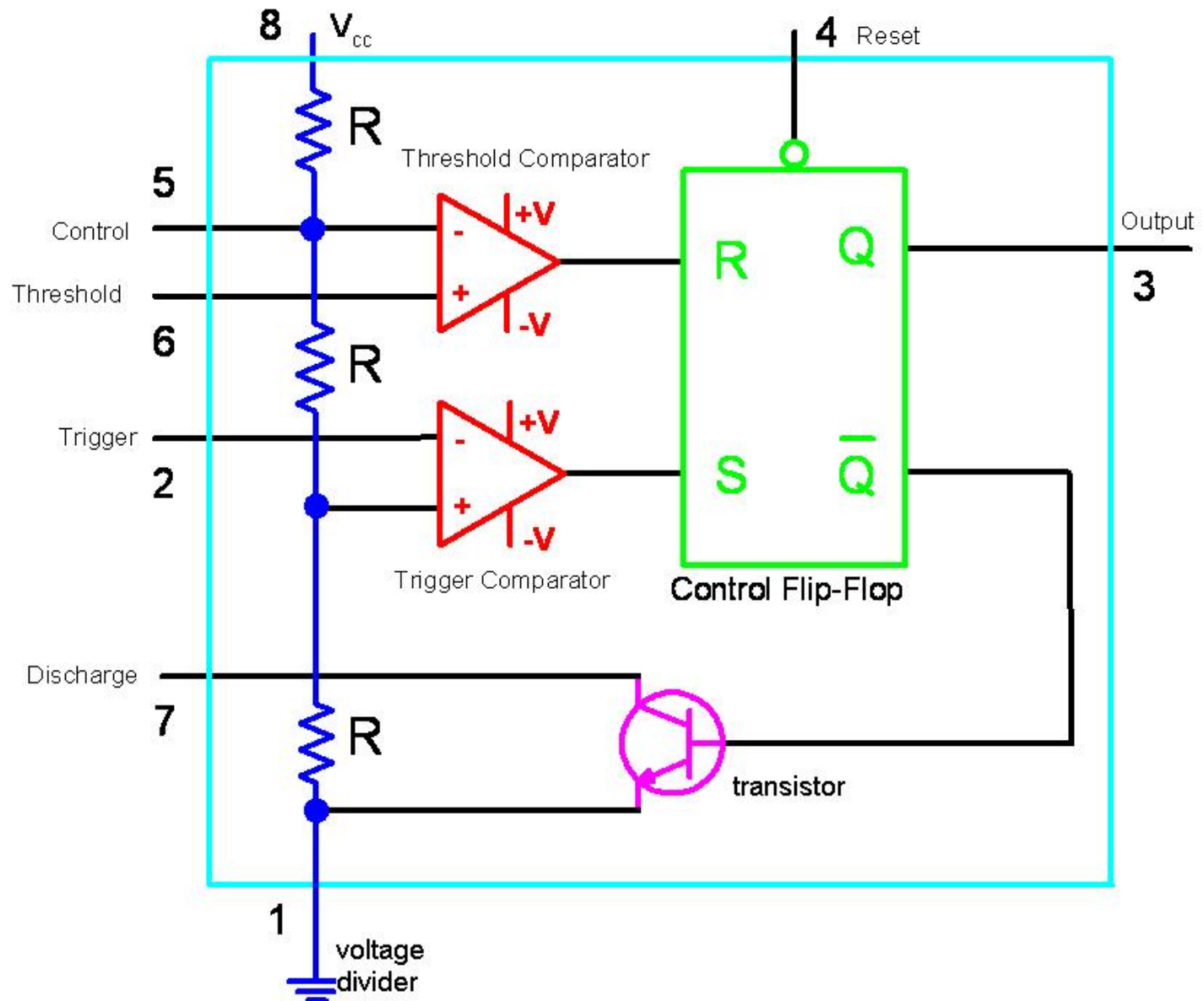
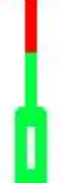
- ◆ The 555 Timer is one of the most popular and versatile integrated circuits ever produced!
- ◆ It is 30 years old and still being used!
- ◆ It is a combination of digital and analog circuits.
- ◆ It is known as the “time machine” as it performs a wide variety of timing tasks.
- ◆ Applications for the 555 Timer include:
  - Bounce-free switches and Cascaded timers
  - Frequency dividers
  - Voltage-controlled oscillators
  - Pulse generators and LED flashers





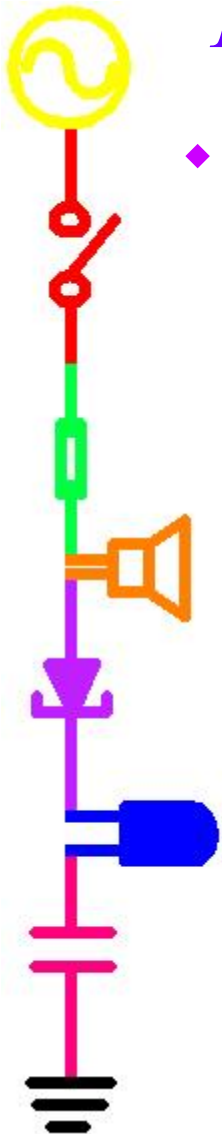
- ◆ Each pin has a function, the meaning of which will become clearer later.
- ◆ Note some familiar components inside

# *Inside the 555 Timer*



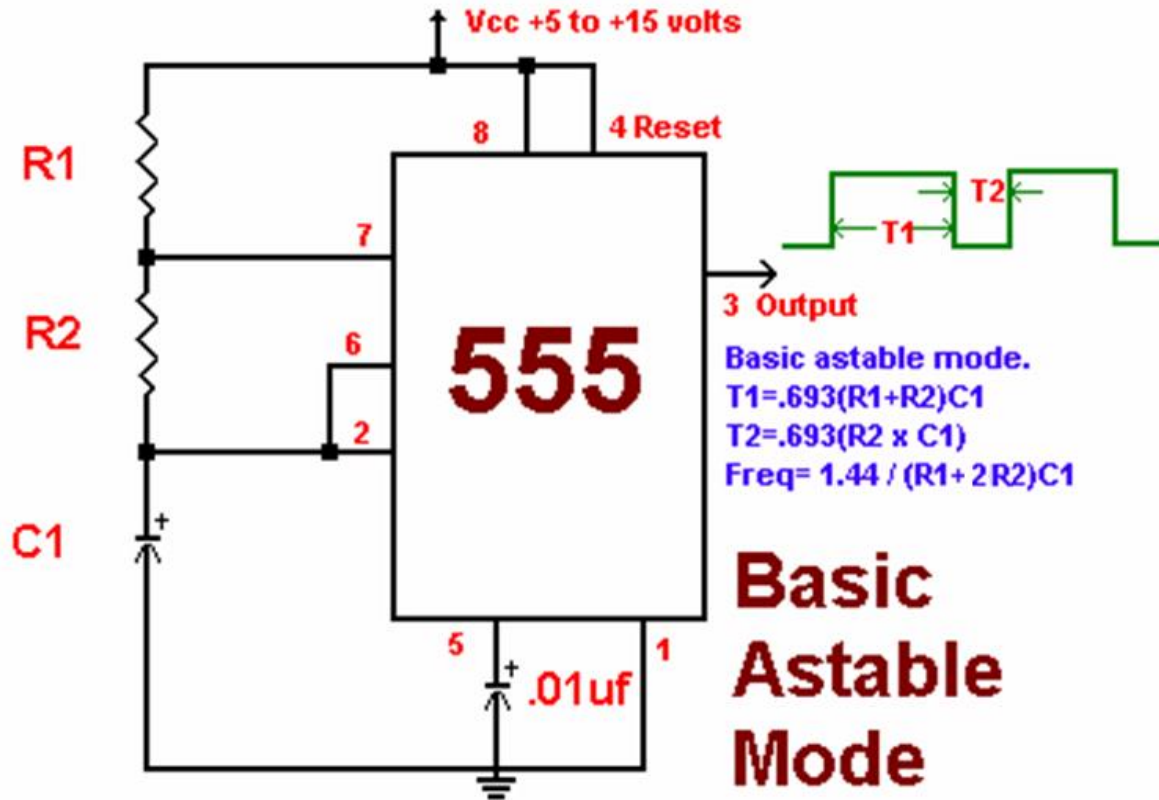
## *Inside the 555 Timer*

- ◆ You will learn more about these components later in the course, for now just understand the following:
  - The voltage divider has three equal 5K resistors. It divides the input voltage ( $V_{cc}$ ) into three equal parts.
  - The two comparators are op-amps which compare the voltages at their inputs and saturate depending upon which is greater.
  - The flip-flop is a bi-stable device. It generates two values, a “high” value equal to  $V_{cc}$  and a “low” value equal to 0V.
  - The transistor is being used as a switch, it connects pin 7 (discharge) to ground when it is closed.





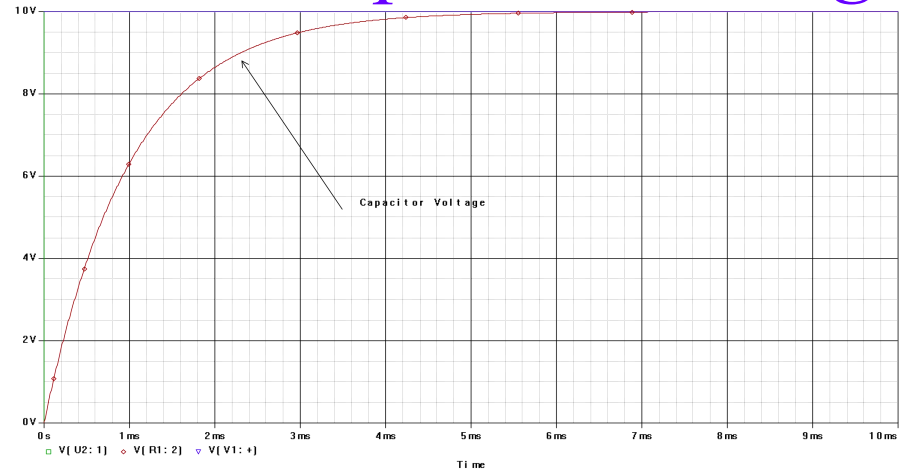
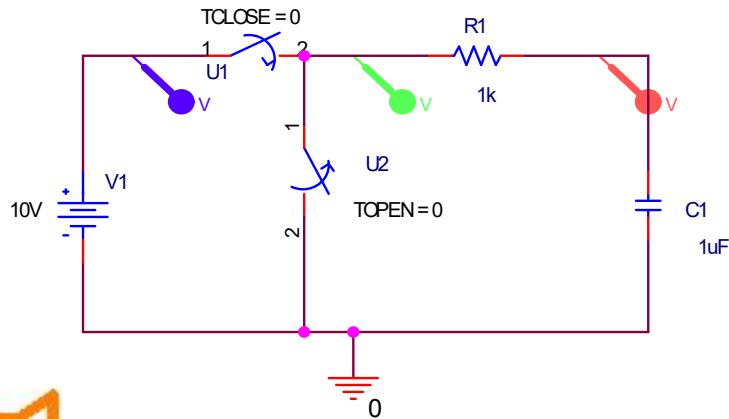
## *Periodic Pulse Train from a 555 Timer*



- ♦ 555-Timers, like op-amps can be configured in different ways to create different circuits. We will now look into how this one creates a train of equal pulses, as shown at the output.



# *First we must examine how capacitors charge*



- ◆ Capacitor C1 is charged up by current flowing through R1

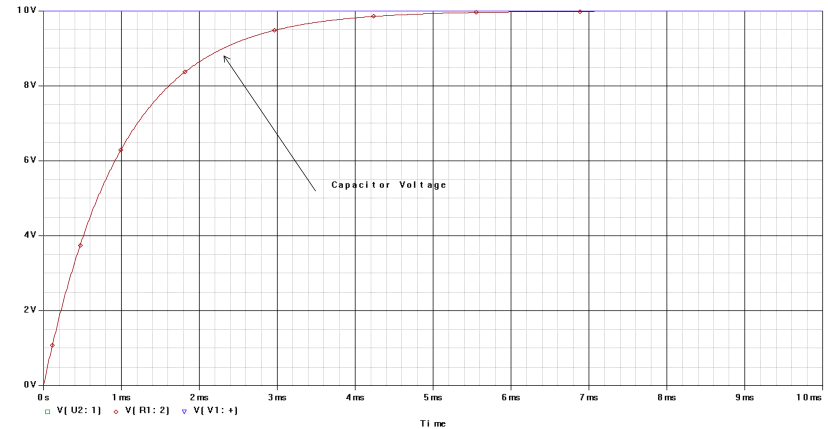
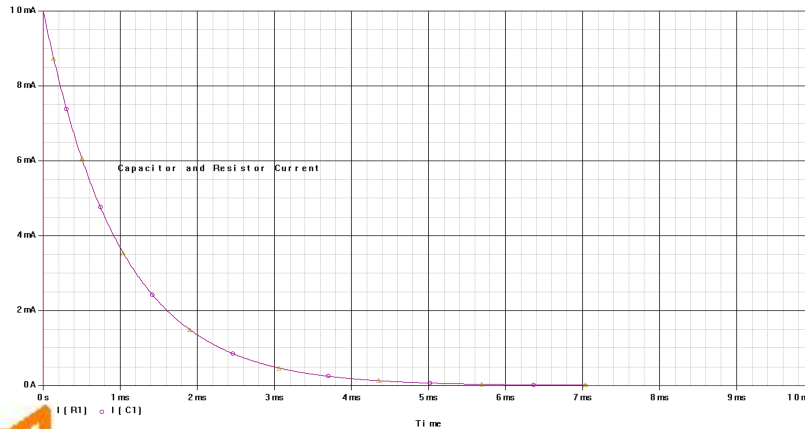
$$I = \frac{V1 - V_{CAPACITOR}}{R1} = \frac{10 - V_{CAPACITOR}}{1k}$$

- ◆ As the capacitor charges up, its voltage increases and the current charging it decreases, resulting in the charging rate shown





# Capacitor Charging Equations

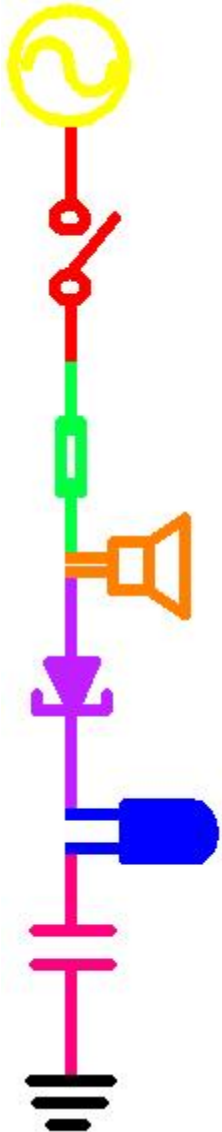


◆ Capacitor Current  $I = I_o e^{-t/\tau}$

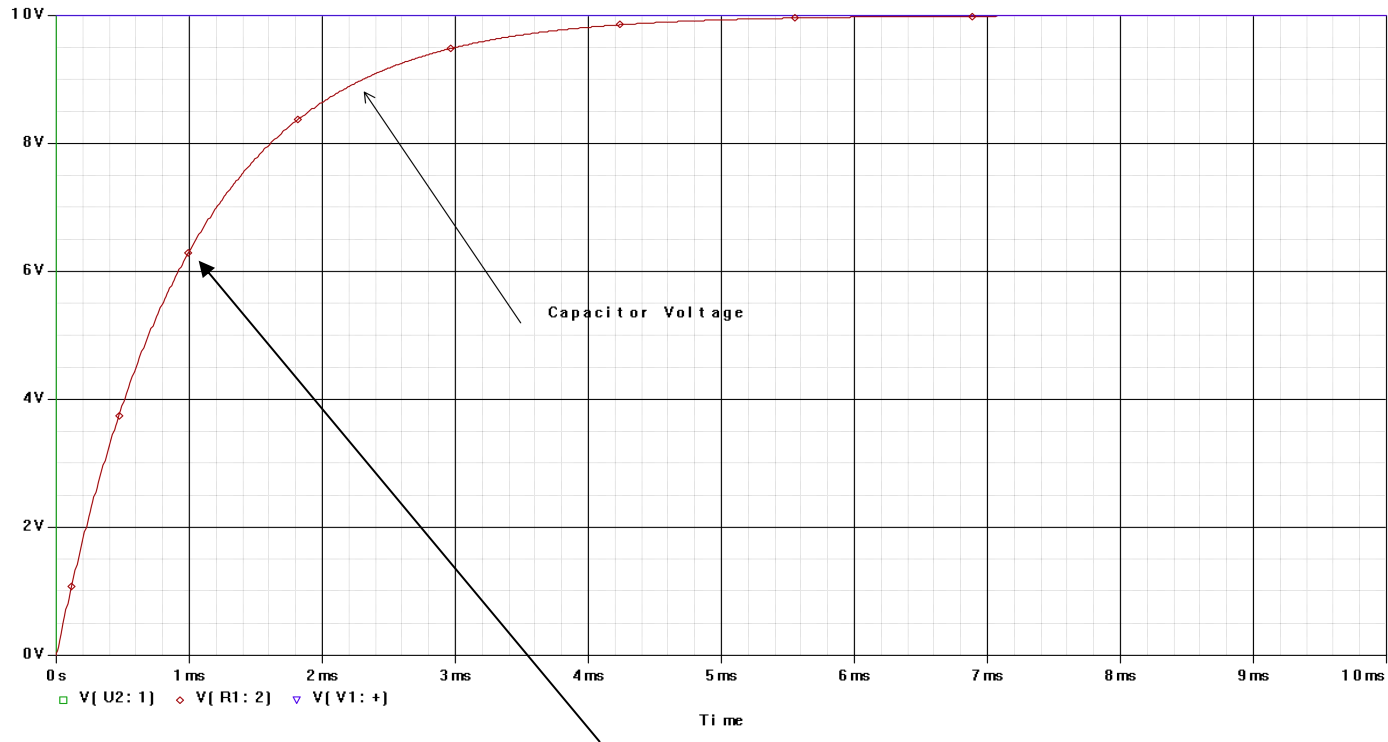
◆ Capacitor Voltage  $V = V_o \left( 1 - e^{-t/\tau} \right)$

◆ Where the time constant  $\tau = RC = R1 \cdot C1 = 1ms$





## Understanding the equations



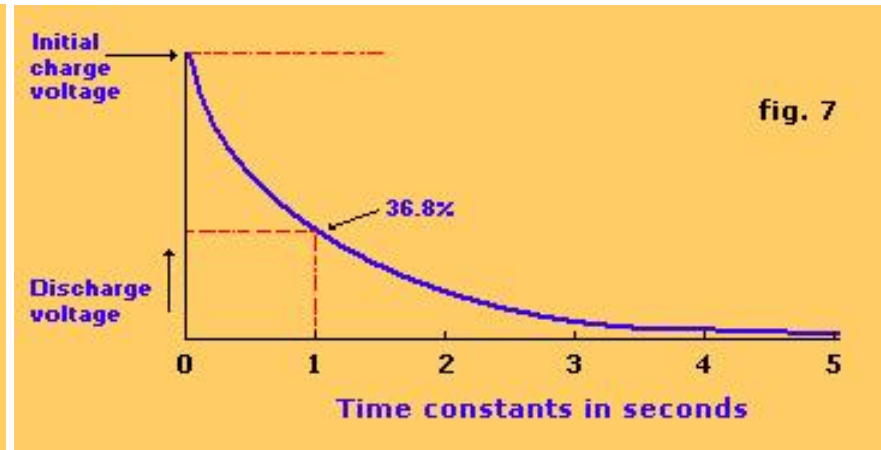
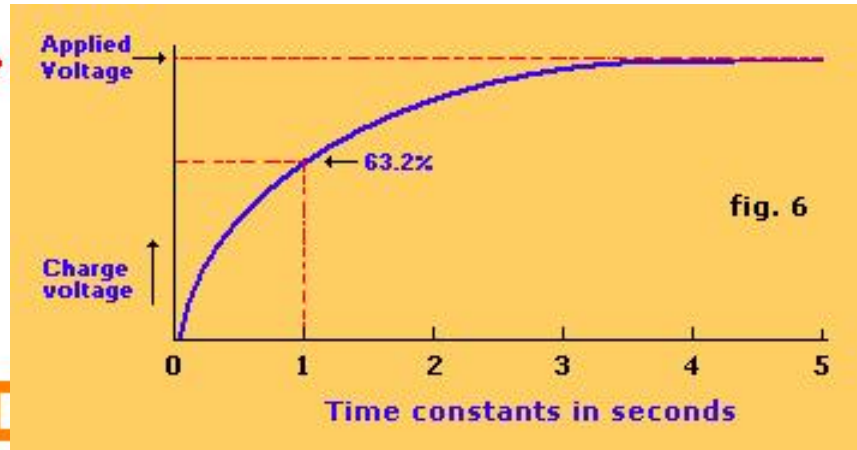
- ◆ Note that the voltage rises to a little above 6V in 1ms.  $(1 - e^{-1}) = .632$





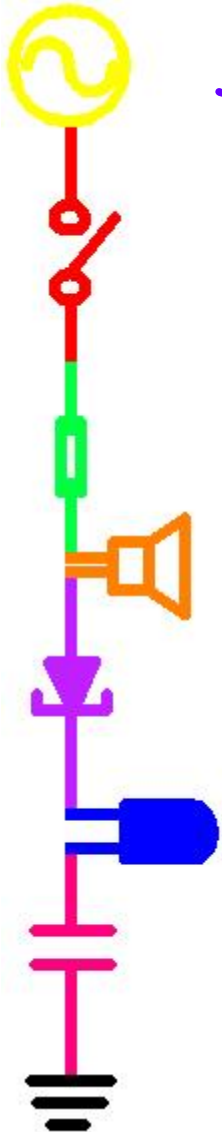


# Capacitor Charging and Discharging

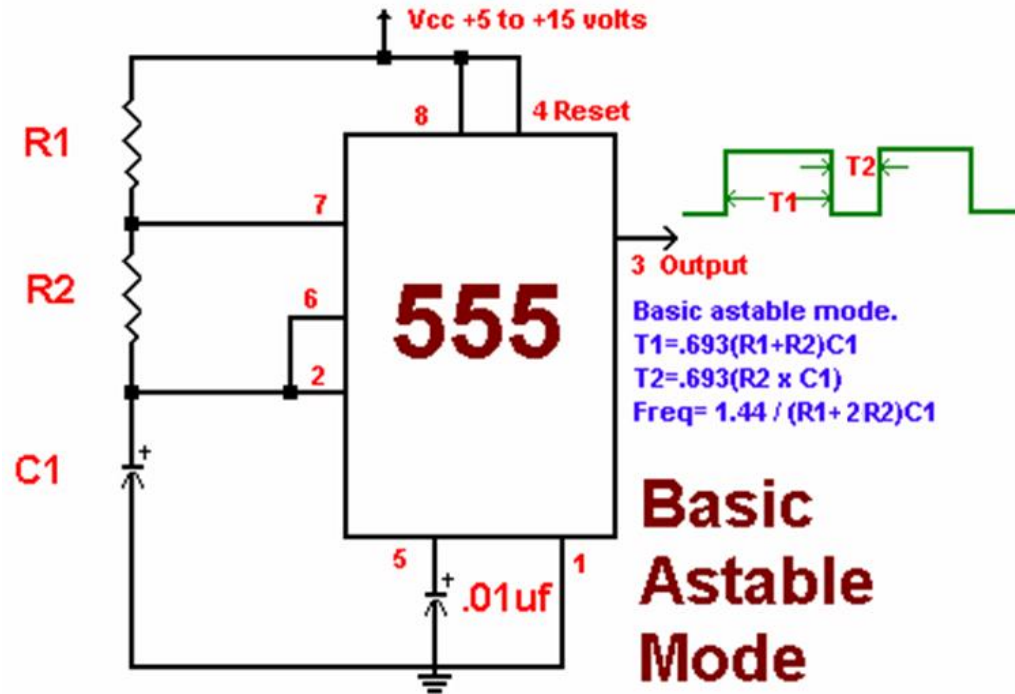


- ◆ There is a good description of capacitor charging and its use in 555 timer circuits at <http://www.uoguelph.ca/~antoon/gadgets/555/555.html>





## 555 Timer



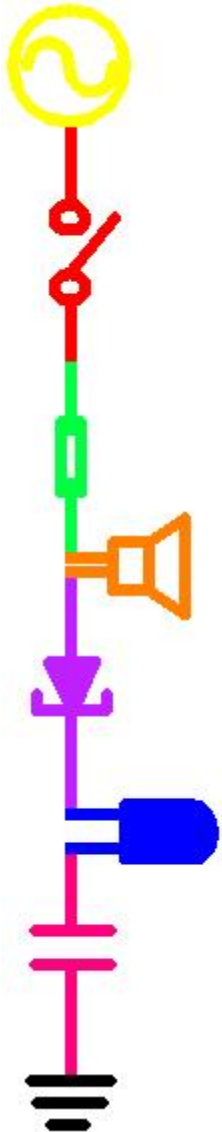
- At the beginning of the cycle, C1 is charged through resistors R1 and R2. The charging time constant is

$$\tau = (R1 + R2)C1$$

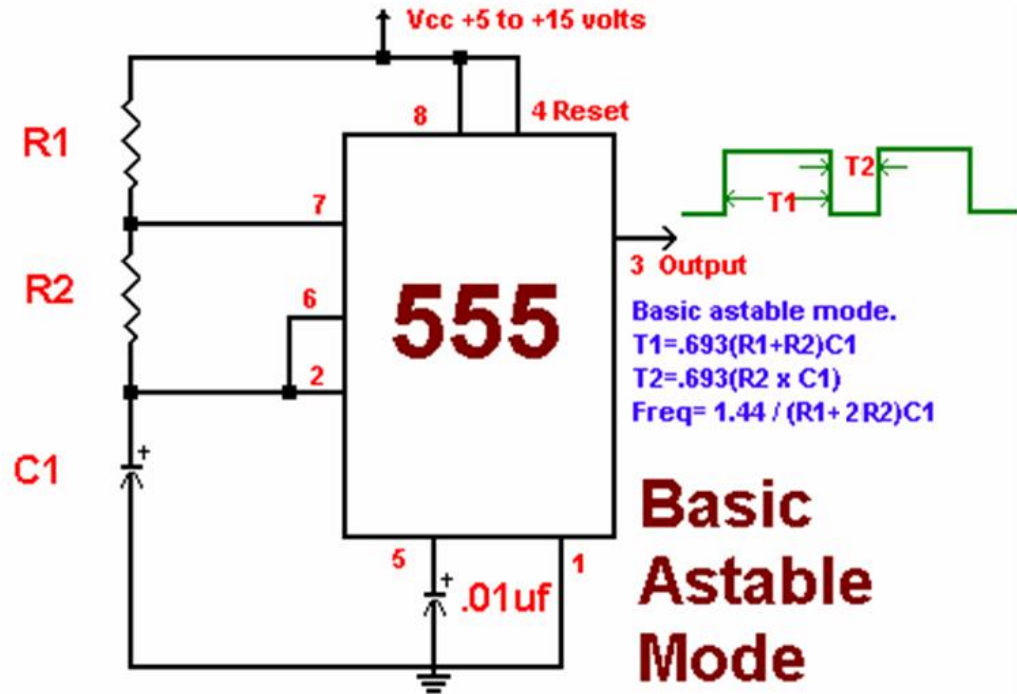
- The voltage reaches  $(2/3)V_{cc}$  in a time

$$\tau = 0.693(R1 + R2)C1$$



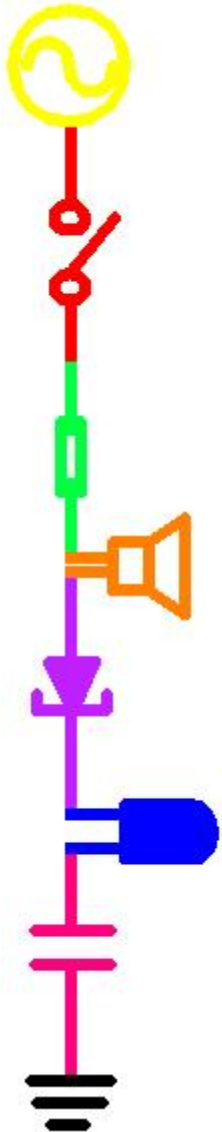


## 555 Timer

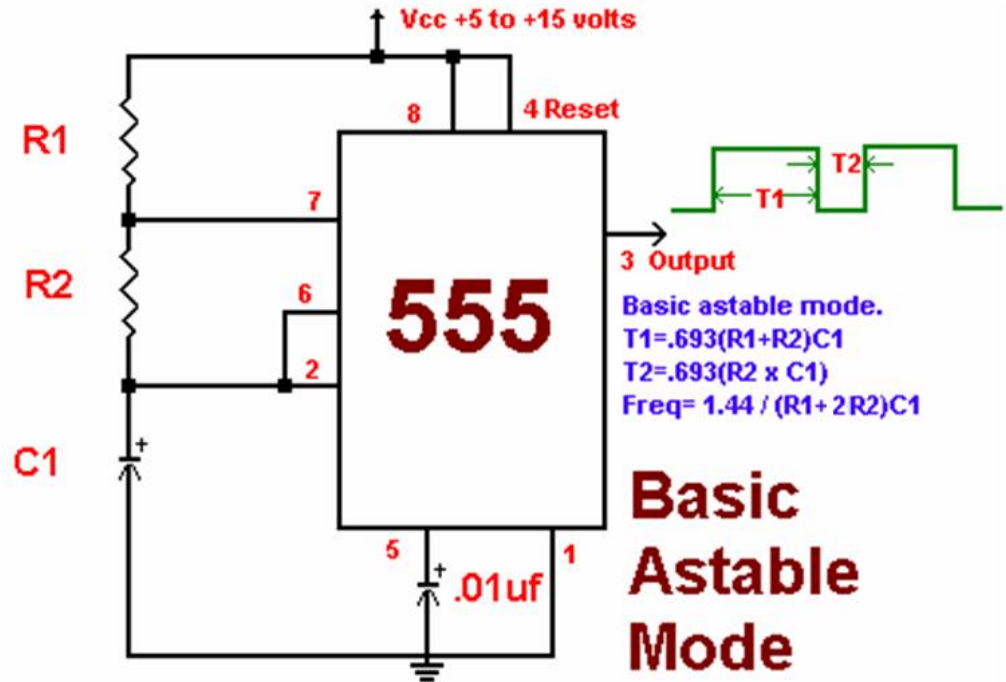


- ◆ When the voltage on the capacitor reaches  $(2/3)V_{cc}$ , a switch (the transistor) is closed at pin 7 and the capacitor is discharged to  $(1/3)V_{cc}$ , at which time the switch is opened and the cycle starts over





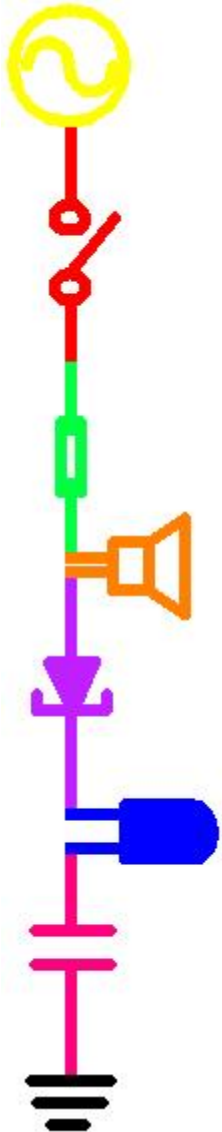
## 555 Timer



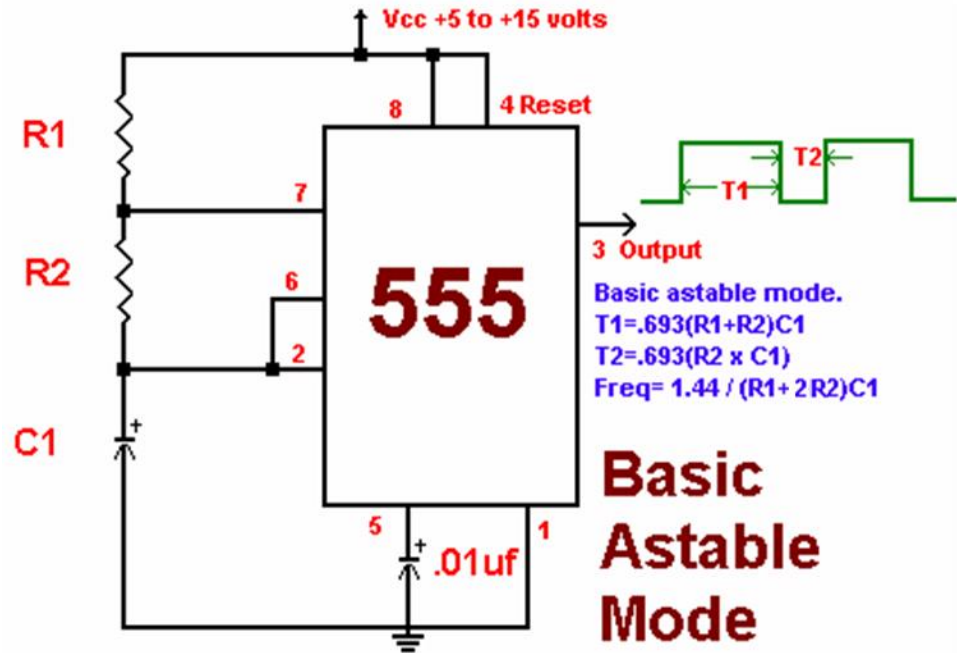
- ♦ The capacitor voltage cycles back and forth between  $(2/3)V_{cc}$  and  $(1/3)V_{cc}$  at times and
 
$$\tau_1 = 0.693(R1 + R2)C1$$

$$\tau_2 = 0.693(R2)C1$$





## 555 Timer

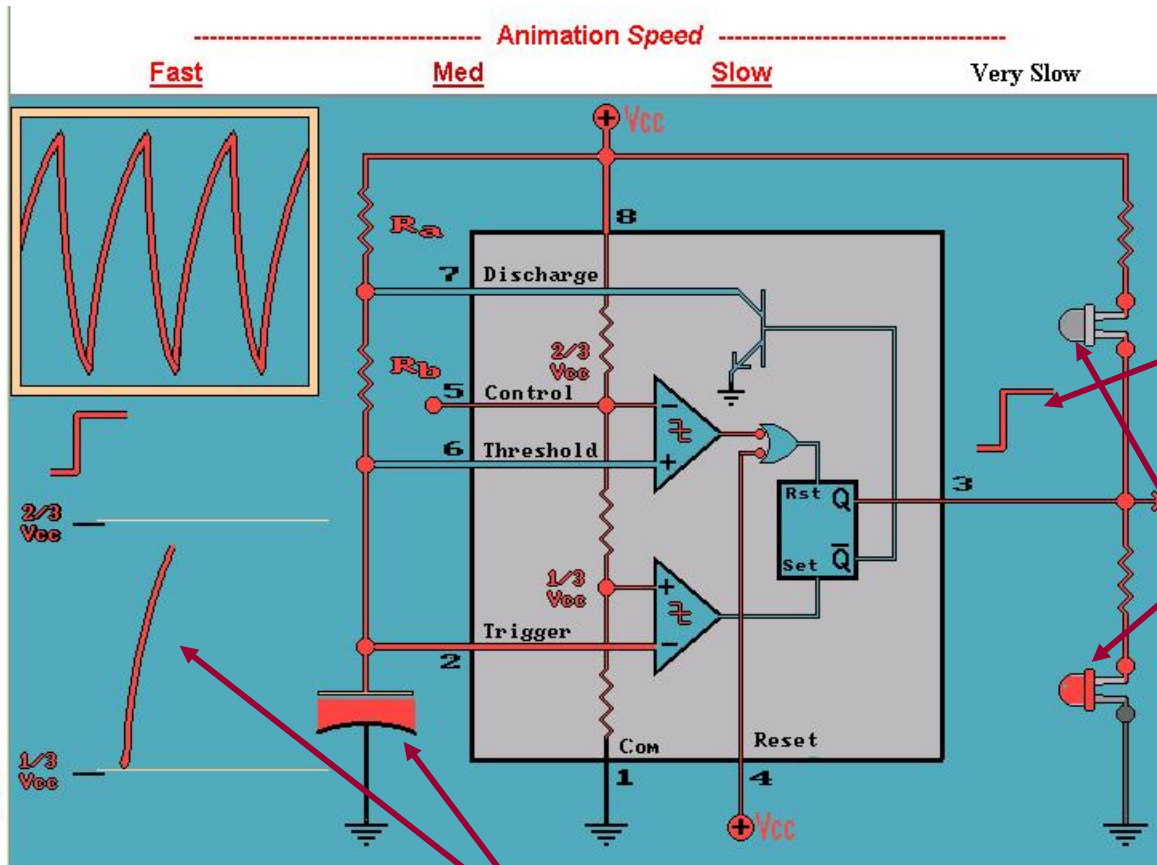
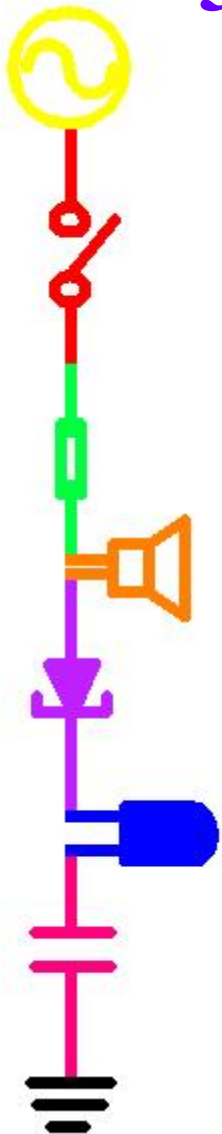


- ♦ The frequency is then given by

$$f = \frac{1}{0.693(R1 + 2 \cdot R2)C1} = \frac{1.44}{(R1 + 2 \cdot R2)C1}$$



# 555 Animation



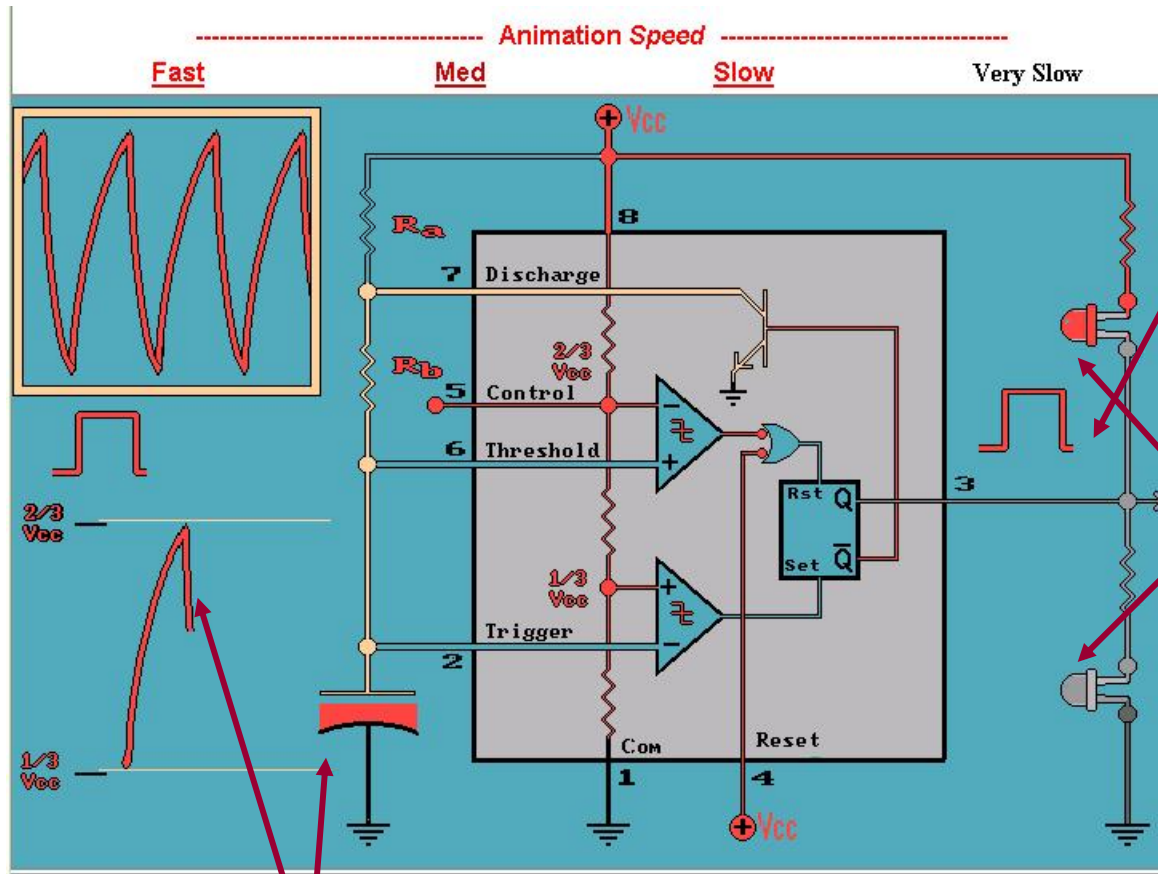
Output is high for  $0.693(R_a + R_b)C$

Output voltage high turns off upper LED and turns on lower LED

Capacitor is charging through  $R_a$  and  $R_b$

- ◆ [http://www.williamson-labs.com/pu-aa-555-timer\\_slow.htm](http://www.williamson-labs.com/pu-aa-555-timer_slow.htm)



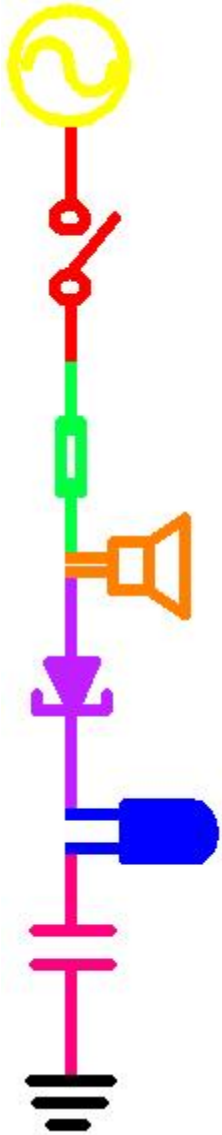


- Output is low  
so the upper  
LED is on  
and the  
lower LED is  
off

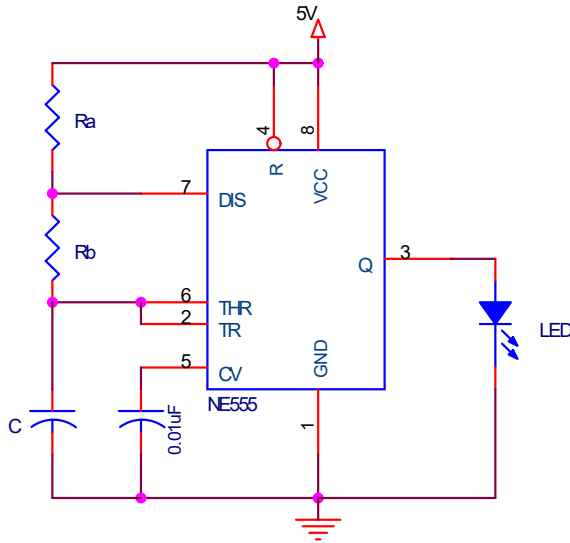
Capacitor is discharging  
through  $R_b$



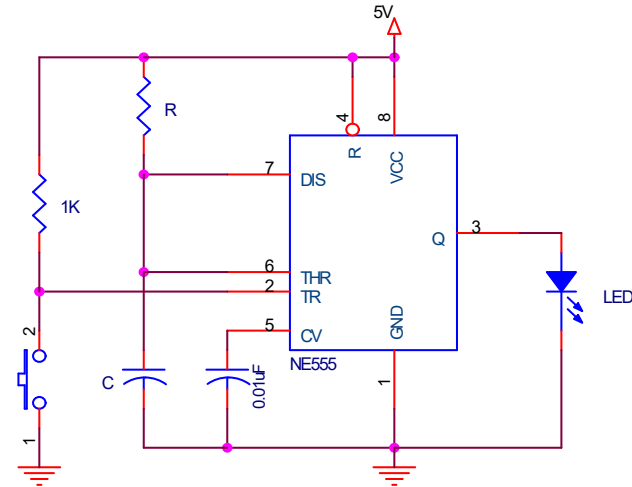




## *Types of 555-Timer Circuits*



- ◆ Astable Multivibrator  
puts out a continuous  
sequence of pulses



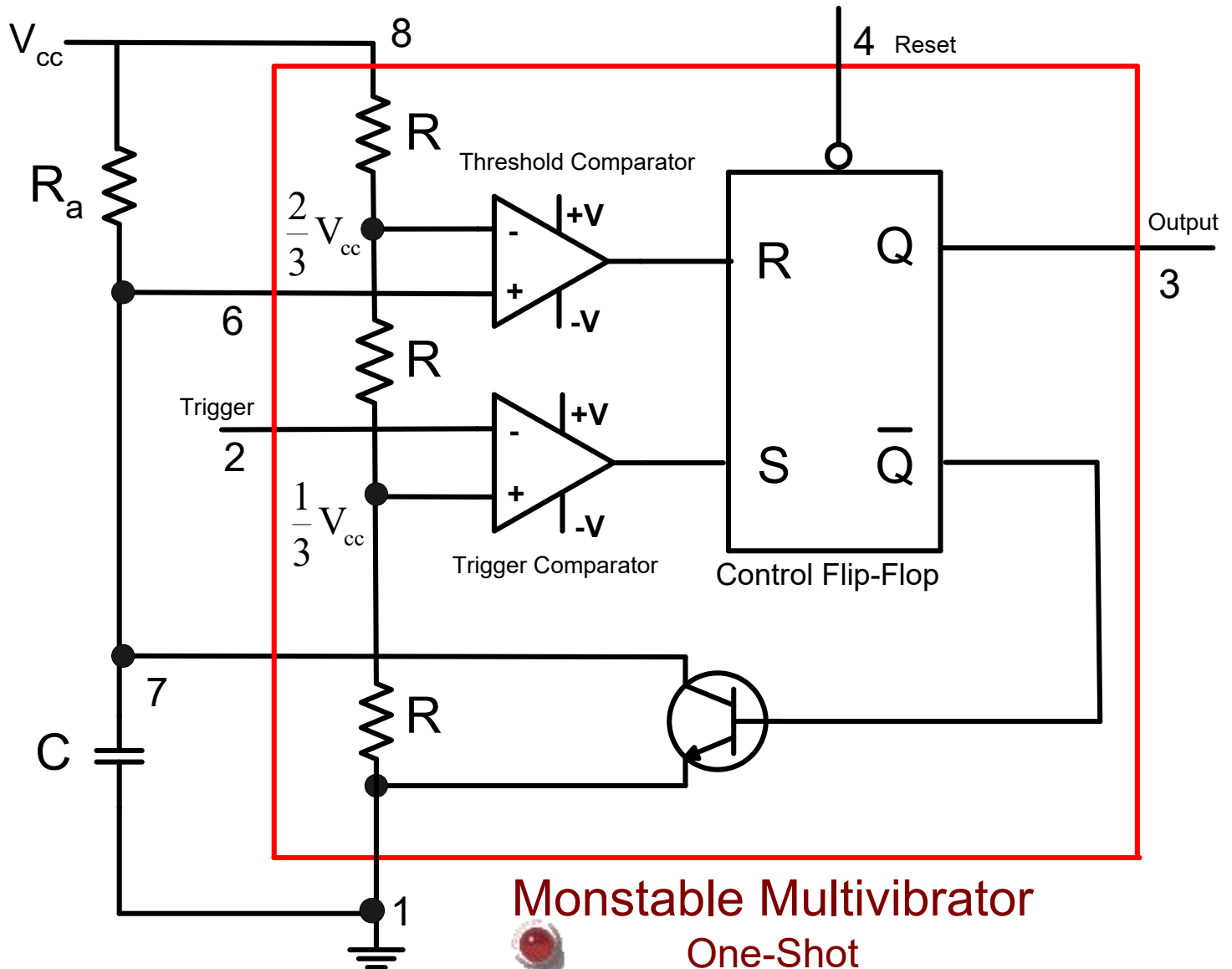
- ◆ Monostable Multivibrator  
(or one-shot) puts out one  
pulse each time the  
switch is connected

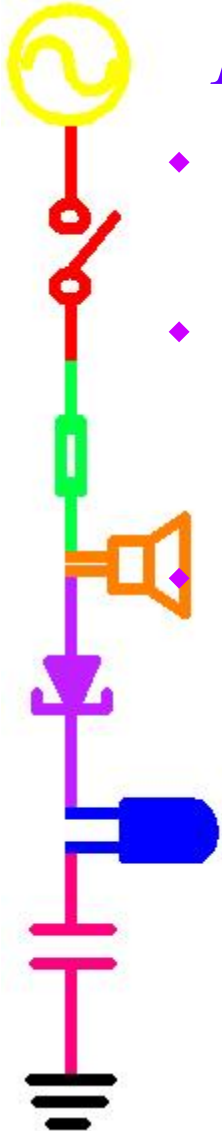






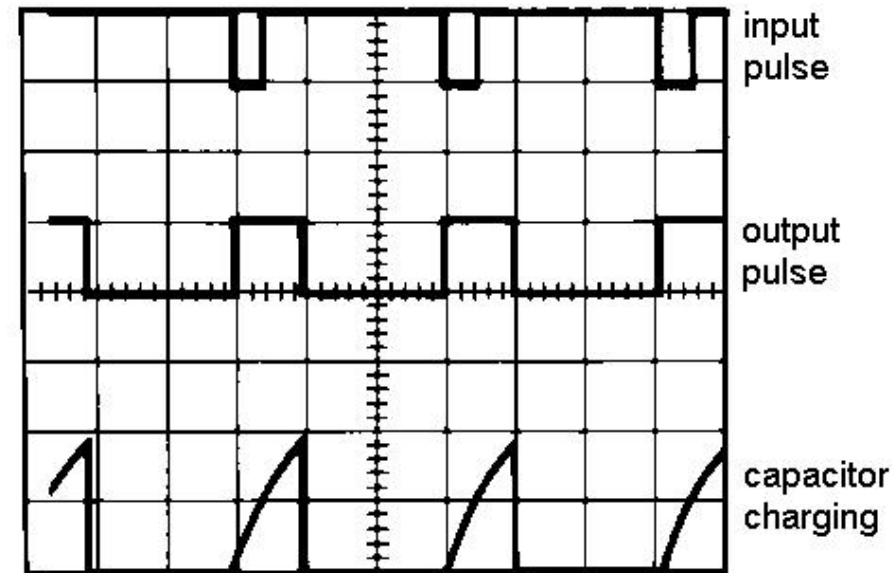
# Monostable Multivibrator (One Shot)

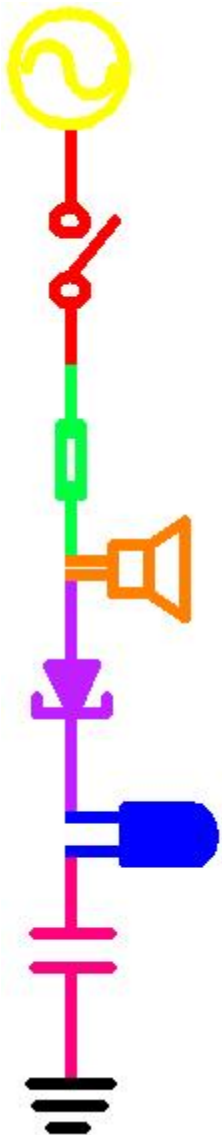




## *Behavior of the Monostable Multivibrator*

- ◆ The monostable multivibrator is constructed by adding an external capacitor and resistor to a 555 timer.
- ◆ The circuit generates a single pulse of desired duration when it receives a trigger signal, hence it is also called a one-shot.
- ◆ The time constant of the resistor-capacitor combination determines the length of the pulse.



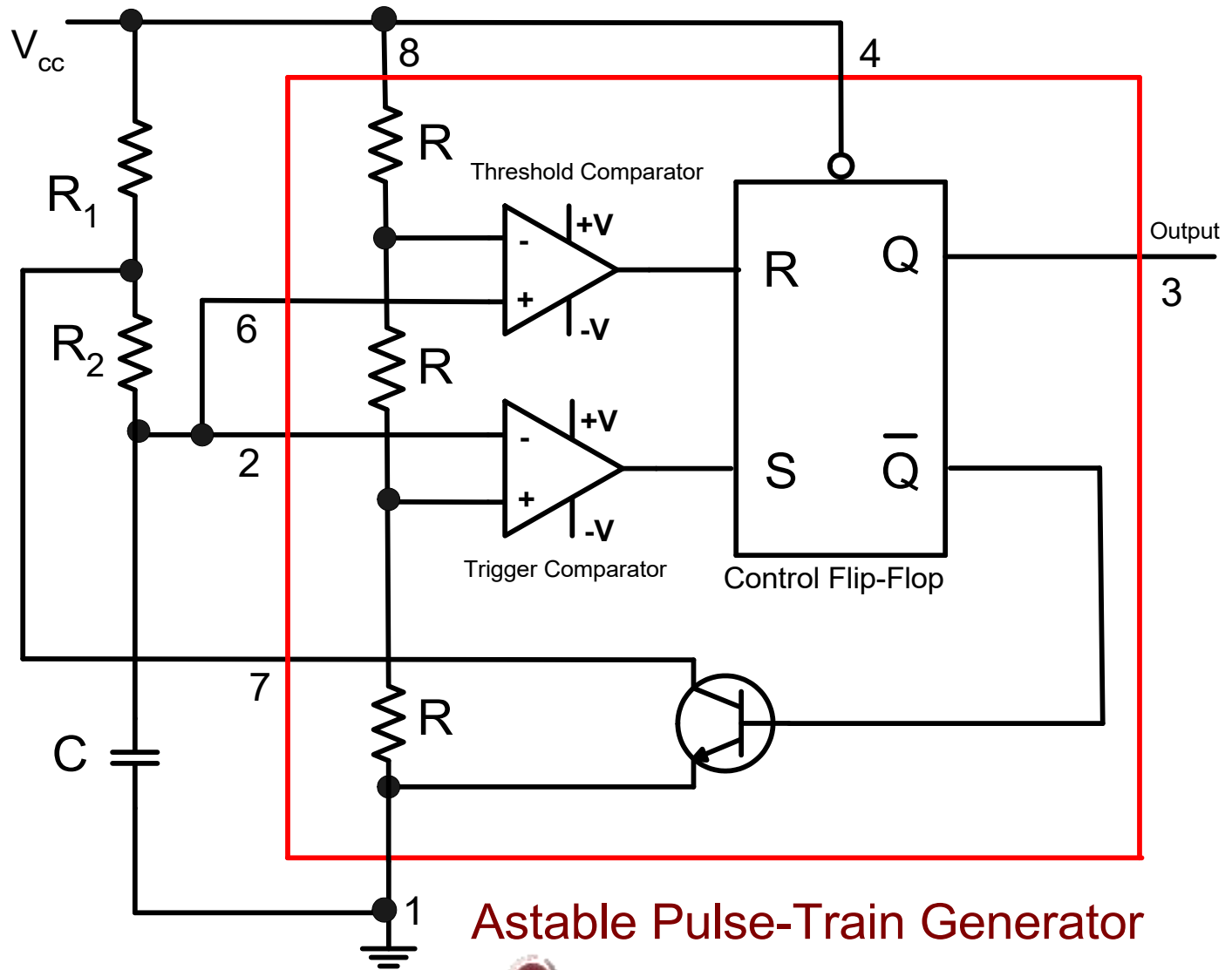


## *Uses of the Monostable Multivibrator*

- Used to generate a clean pulse of the correct height and duration for a digital system
- Used to turn circuits or external components on or off for a specific length of time.
- Used to generate delays.
- Can be cascaded to create a variety of sequential timing pulses. These pulses can allow you to time and sequence a number of related operations.



# Astable Pulse-Train Generator (Multivibrator)

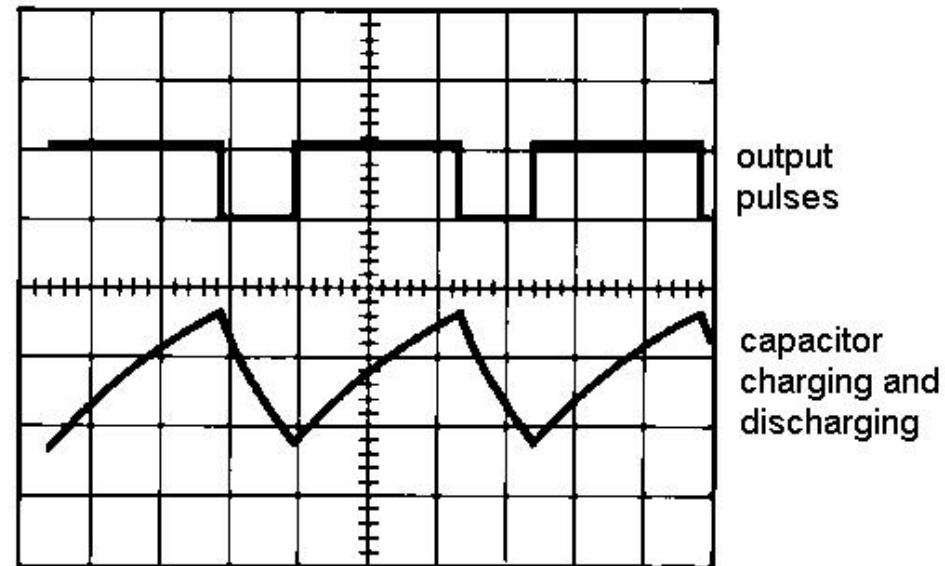


Astable Pulse-Train Generator

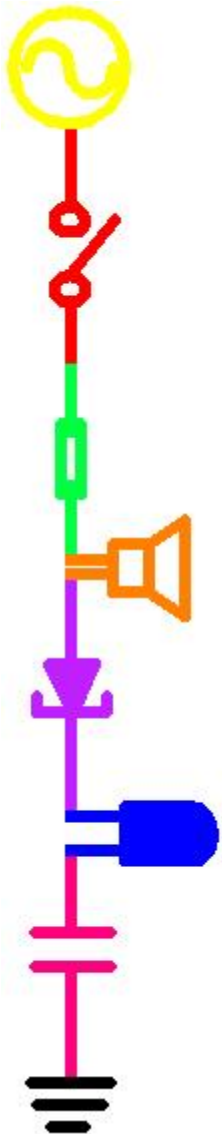


## *Behavior of the Astable Multivibrator*

- ♦ The astable multivibrator is simply an oscillator. The astable multivibrator generates a continuous stream of rectangular off-on pulses that switch between two voltage levels.
- ♦ The frequency of the pulses and their duty cycle are dependent upon the RC network values.
- ♦ The capacitor C charges through the series resistors  $R_1$  and  $R_2$  with a time constant  $(R_1 + R_2)C$ .
- ♦ The capacitor discharges through  $R_2$  with a time constant of  $R_2C$



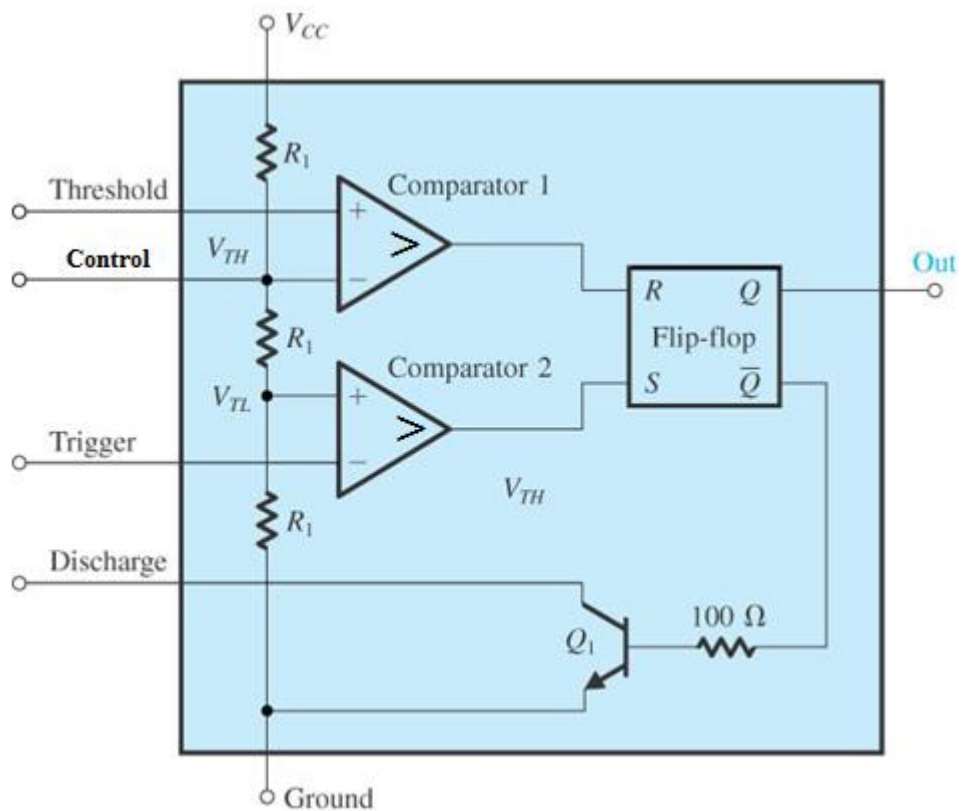
# *Uses of the Astable Multivibrator*



- Flashing LED's
- Pulse Width Modulation
- Pulse Position Modulation
- Periodic Timers (see mushroom timer in the experiment).

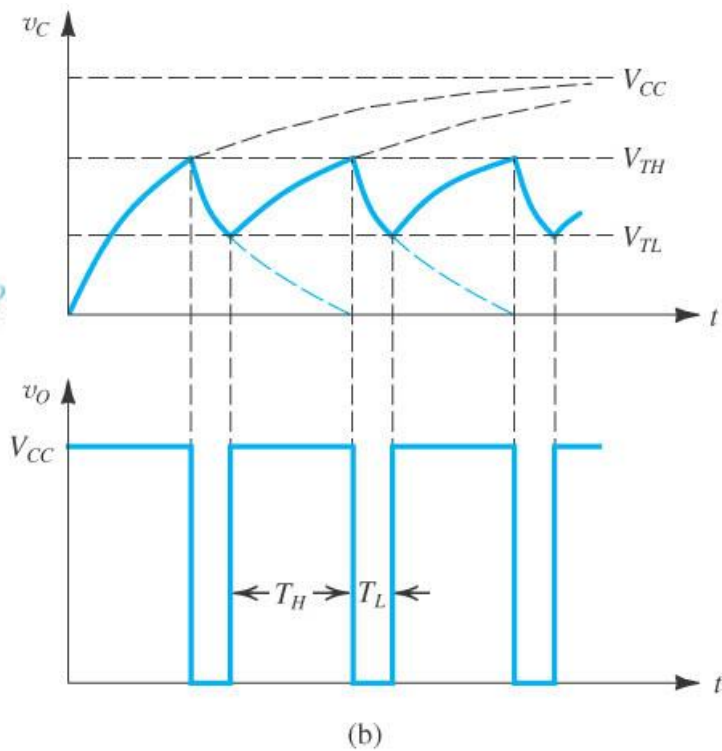
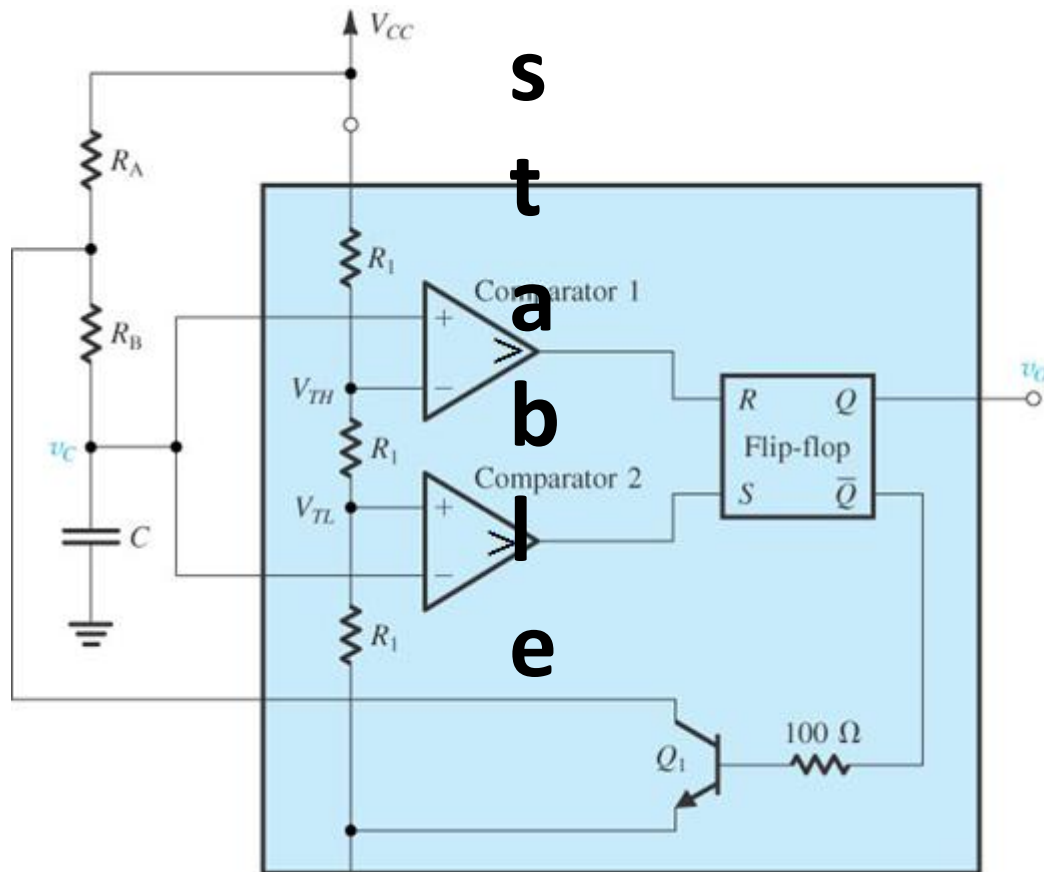


5  
5  
5



F  
i  
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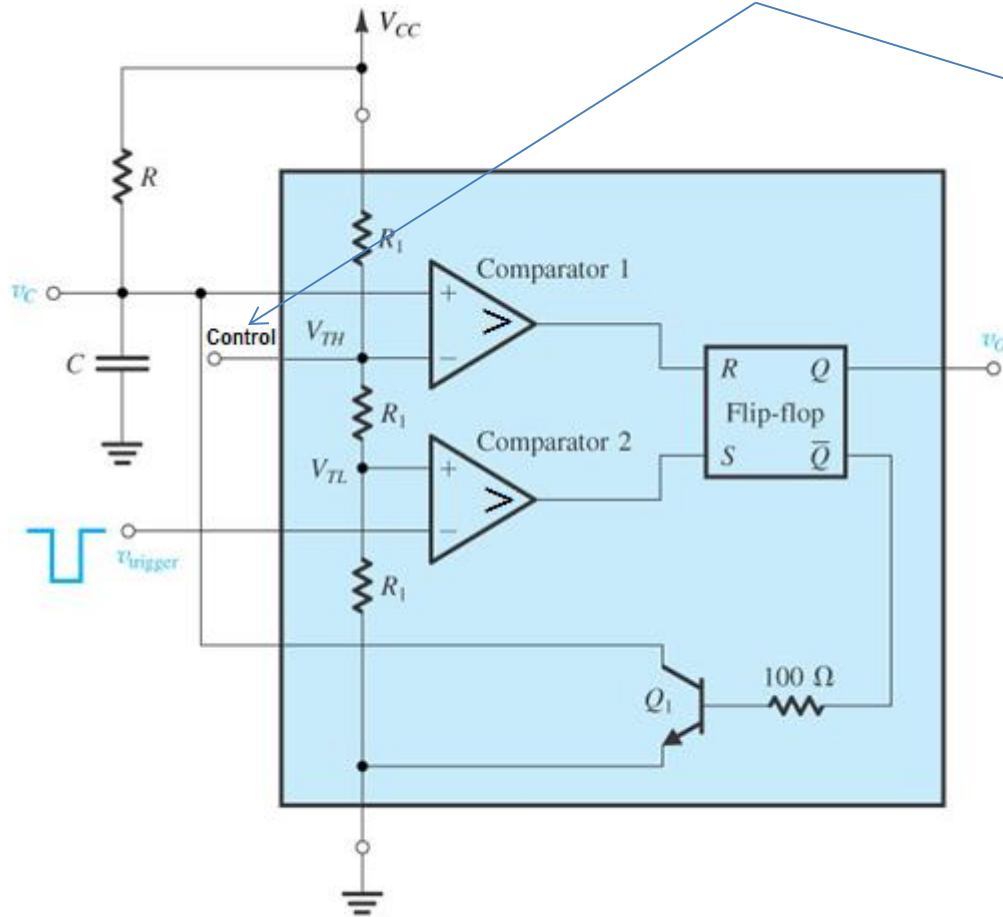
# Asynchronous



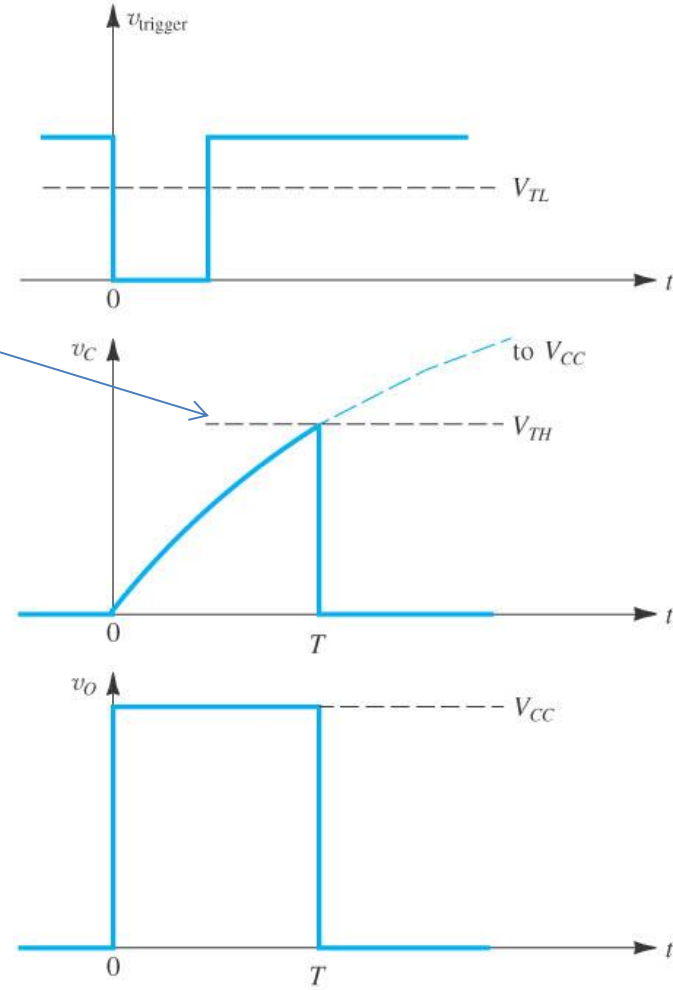


# Monostable

$V_{\text{control}}$ , varies width



(a)



(b)