### EECS16A Lab: Touchscreen 3





# Capacitive Touchscreens

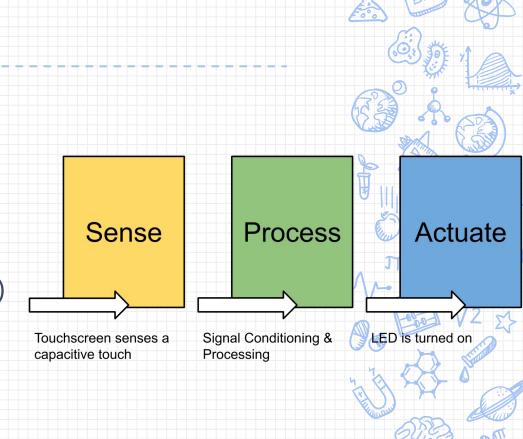




#### **Electronic Systems**

Most systems perform 3 tasks:

- Sense (Physical to Electrical)
- Process (Signal Conditioning)
- Actuate (Electrical to Physical)



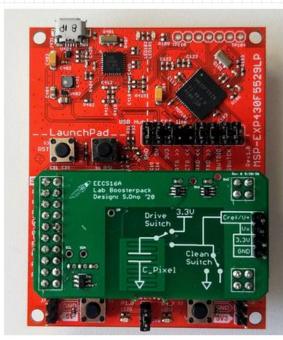
#### **Goals: Touch 3**

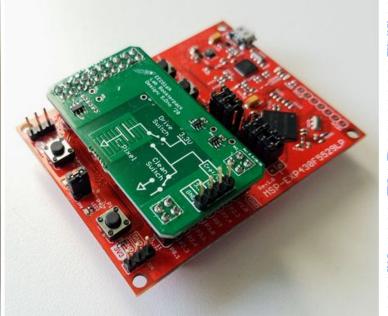
- Understand charge-sharing circuit for a capacitive touch sensor
- Understand comparators
- ✗ Build a functioning Touch Pixel



#### **New Tools**

Introducing: EECS16A Lab Boosterpack





#### **Capacitive Touchscreen**

- Exploits capacitive properties of finger/body
- Touching the screen changes the capacitance
- No moving parts
- Multi-touch is possible
- **X** More sensitive

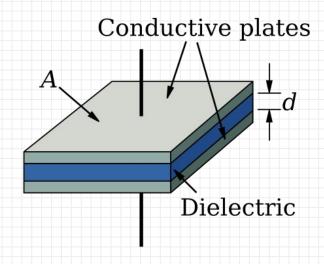
How to measure capacitance?



#### **Capacitance and the touchpad**

What is a capacitor and how does it work?







#### **Capacitive Touch Sensor**

Capacitive touch sensor consists of two parts:

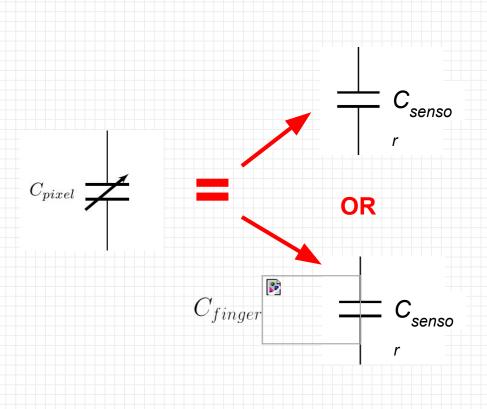
C\_pixel: Screen + finger = unknown
capacitance

**x** C\_ref: In parallel with known capacitance

Let's try to figure out a way to detect this increase in capacitance!



#### **Measuring Capacitance**



## C\_pixel is a variable value – may contain our finger or not

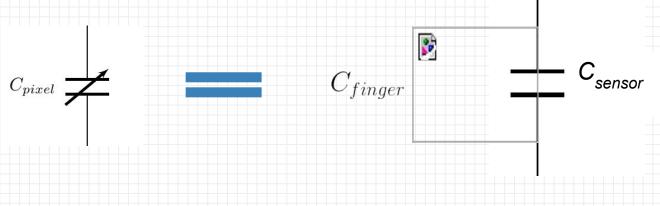
Model finger as another capacitor in parallel with our capacitive touch sensor

\* How does the capacitance of what we're charging change?

#### **Poll Time!**

When you touch the screen, what will happen to C\_pixel?

- (A) Increase
- (B) Decrease



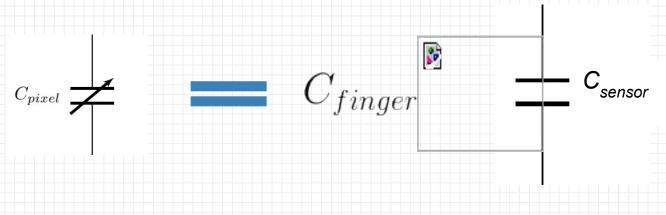


#### **Poll Time! (Continued...)**

When you touch the screen, what will happen to C\_pixel?

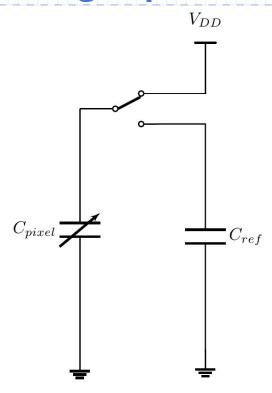
#### (A) Increase

(B) Decrease



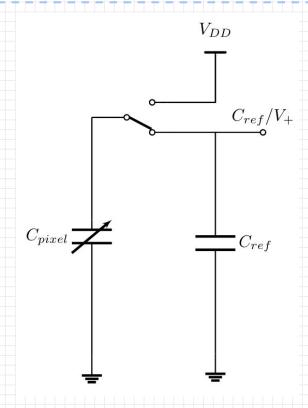


#### **Measuring Capacitance**



Start by charging our capacitor touch sensor

#### **Measuring Capacitance**



Charge-sharing invariant: Q = CV

X Q remains constantX What happens to

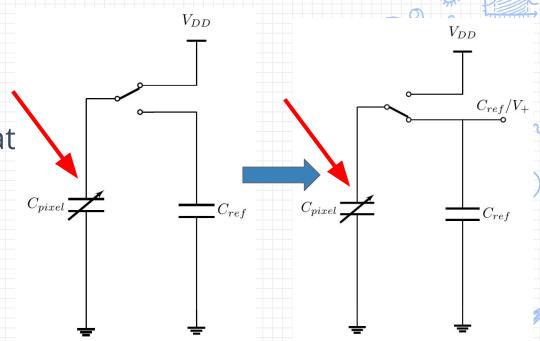
What happer capacitors in parallel?



#### **Poll Time!**

When the charge is shared across C\_pixel and C\_ref, what will happen to the voltage at the positive plate of C\_pixel?

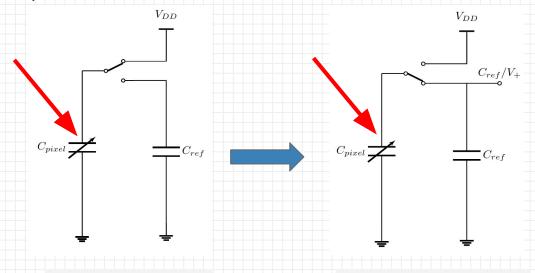
- (A) Increase
- (B) Decrease





#### Poll Time! (cont.)

When the charge is shared across C\_pixel and C\_ref, what will happen to the voltage at the positive plate of C\_pixel?



Voltage = V\_DD

$$Q = C_{pixel} * V_{DD}$$

Voltage = C\_ref/V+

$$Q = (C_{ref}/V +)(C_{pixel}) + (C_{ref}/V +)(C_{ref})$$

Increase

**Decrease** 

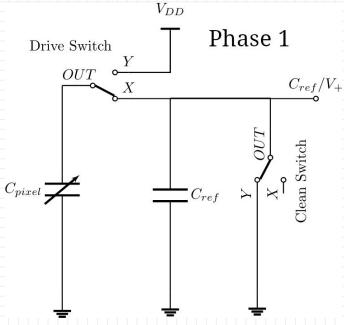
Charge is conserved:

$$C_{pixel} * V_{DD} = (C_{pixel} + C_{ref}) * (C_{ref}/V +)$$

$$(C_{ref}/V+) = \frac{C_{pixel} * V_{DD}}{(C_{pixel} + C_{ref})}$$

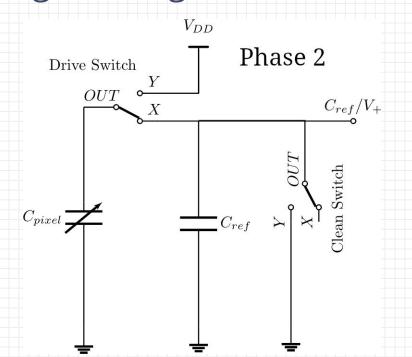
 $(C_{ref}/V+) < V_{DD}$ 

1. Connect capacitors to ground to discharge fully  $v_{DD}$ 



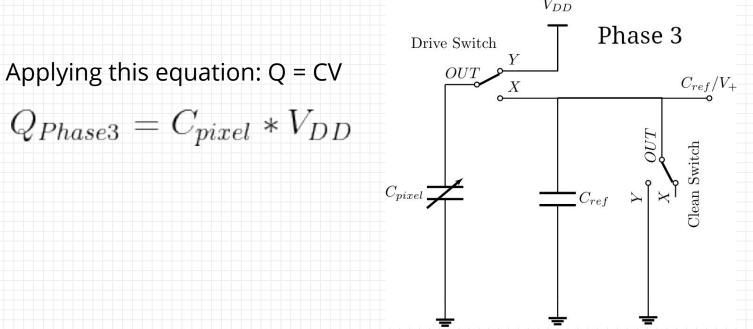


2. Disconnect clean switch from ground to enable charge storing





3. Charge touchscreen ( + finger?)





4. Share charge between **C\_pixel** and C ref

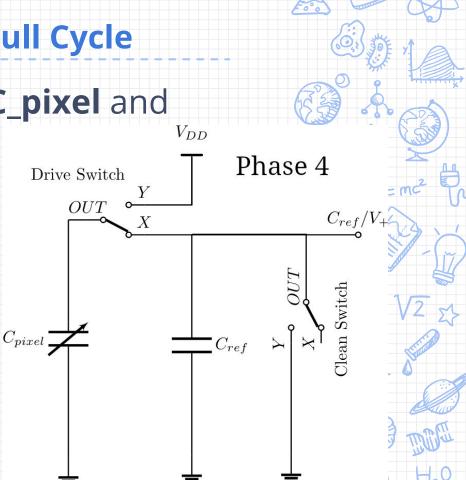
#### Charge is conserved between phases

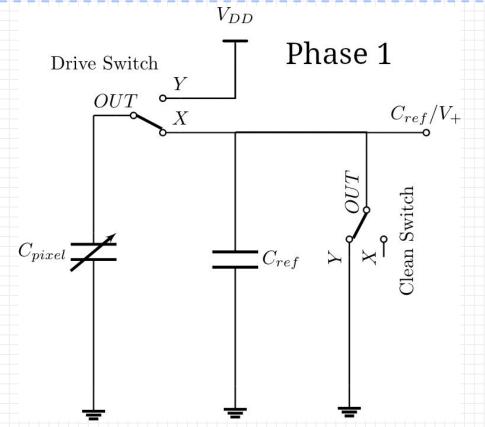
$$Q_{Phase3} = Q_{Phase4} = C_{pixel} * V_{DD}$$

$$Q_{Phase4} = (C_{ref}/V +) * (C_{pixel} + C_{ref})$$

$$(C_{ref}/V +) * (C_{pixel} + C_{ref}) = C_{pixel} * V_{DD}$$

$$(C_{ref}/V+) = \frac{C_{pixel} * V_{DD}}{(C_{pixel} + C_{ref})}$$







#### **Process Comparator**

Compares input voltage at positive terminal to a reference voltage at negative terminal (think)

">" symbol)

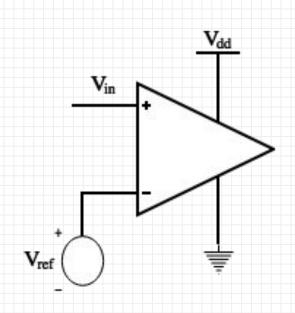
**Essentially does:** 

if V\_in > V\_ref:

return V\_dd

else:

return GND = 0V

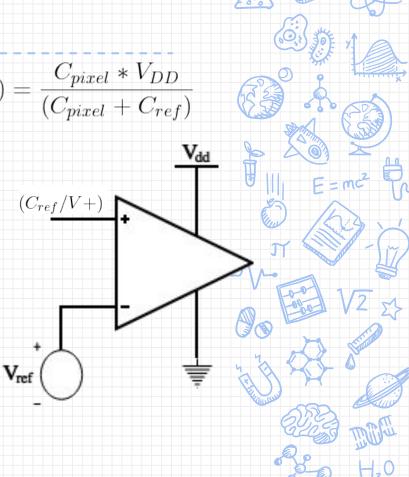




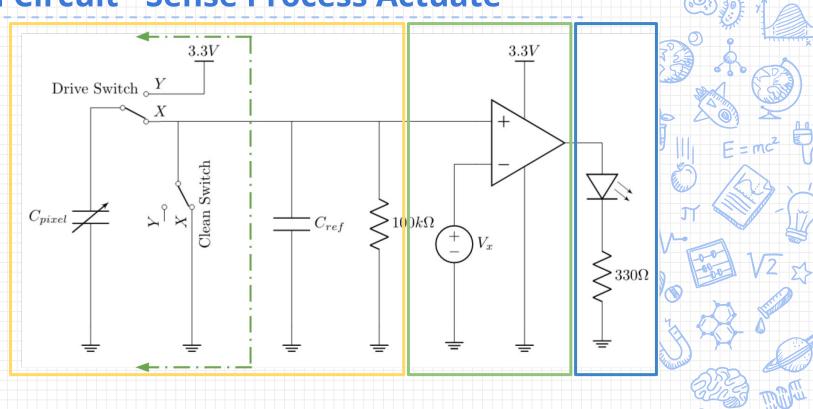
#### **Process Comparator**

Voltage we are measuring:  $(C_{ref}/V+) = \frac{C_{pixel} * V_{DD}}{(C_{pixel} + C_{ref})}$ 

- In touch and no-touch cases, the voltage at Cref/V+ will be different
- Want to use the process comparator to distinguish between touch and no-touch voltages
- Desired comparator output:
  - Touch: V\_DD
  - No-touch: 0V



#### **Full Circuit - Sense Process Actuate**



#### **Notes**

- W Unplug MSP before moving circuit components
- Op Amp goes across middle of breadboard
- **X** Read op-amp pin diagram carefully
- Make sure your circuit is grounded and has a common ground
- Initial charge sharing diagrams are theoretical--don't start building right away

