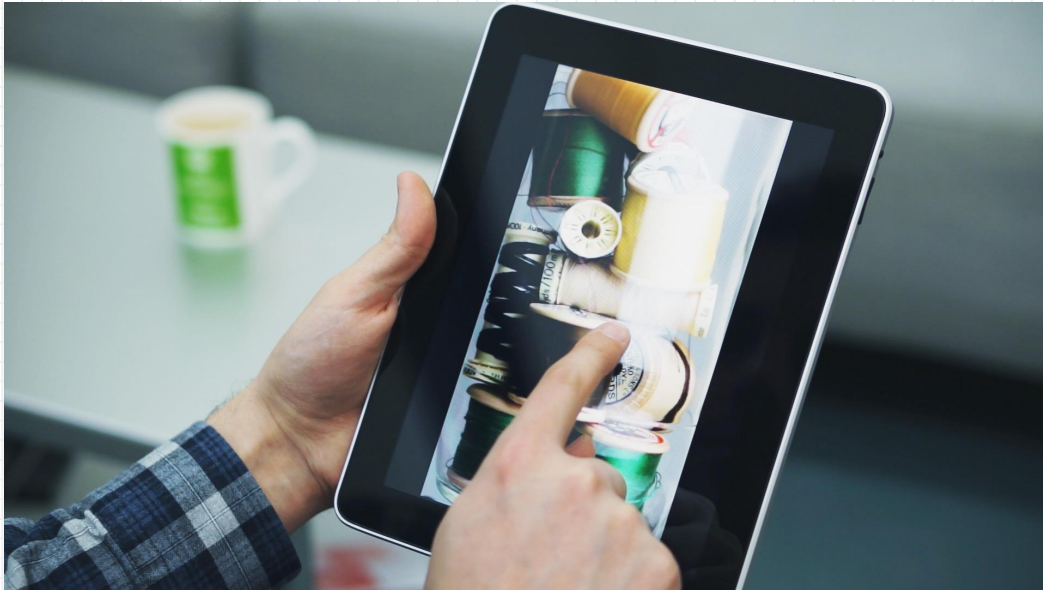


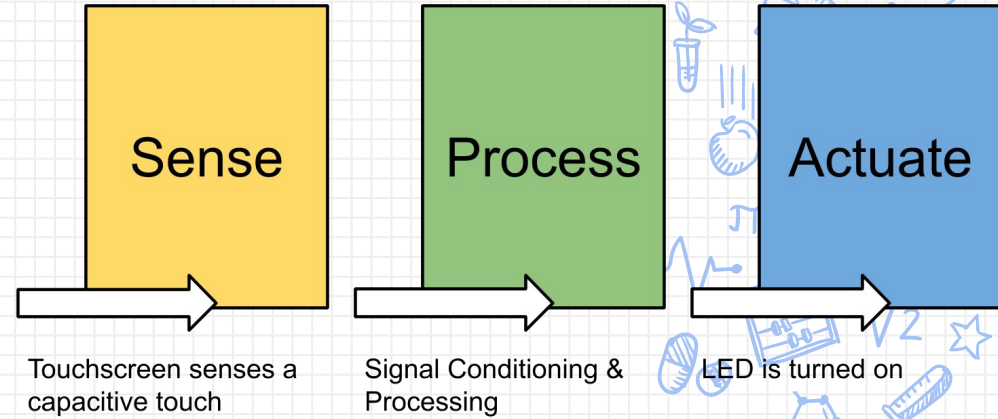
Capacitive Touchscreens



Electronic Systems

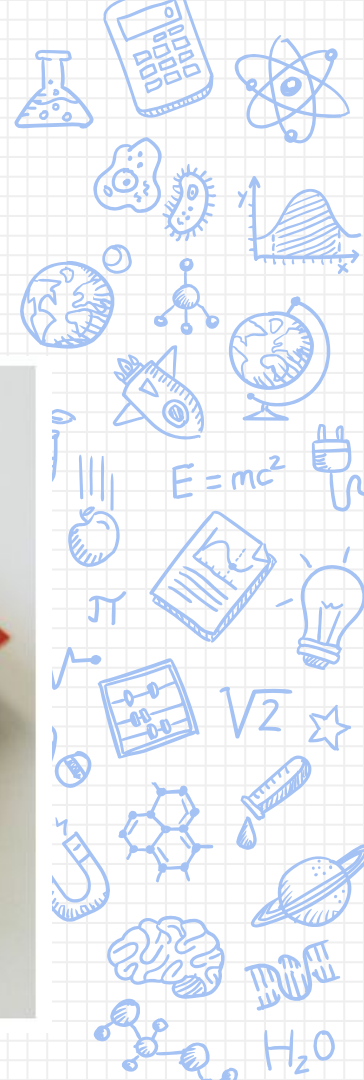
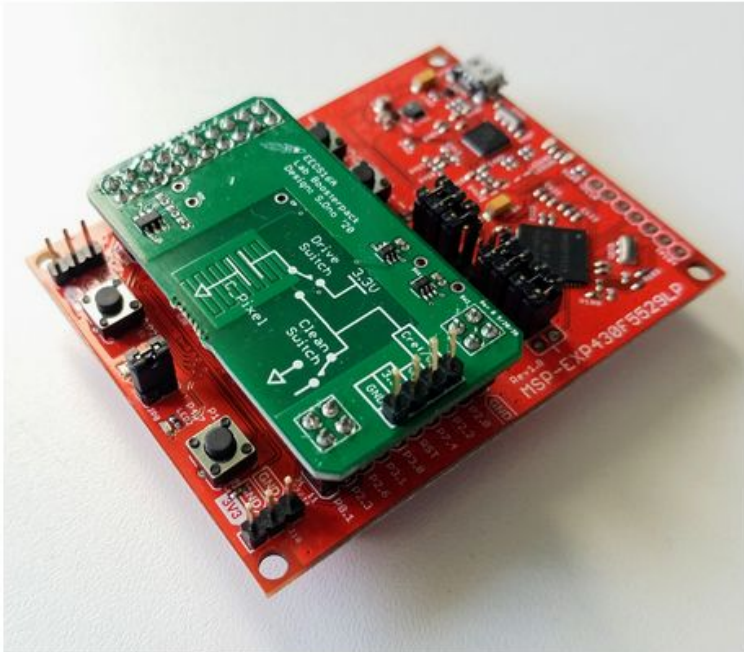
Most systems perform 3 tasks:

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



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

Introducing: EECS16A Lab Boosterpack



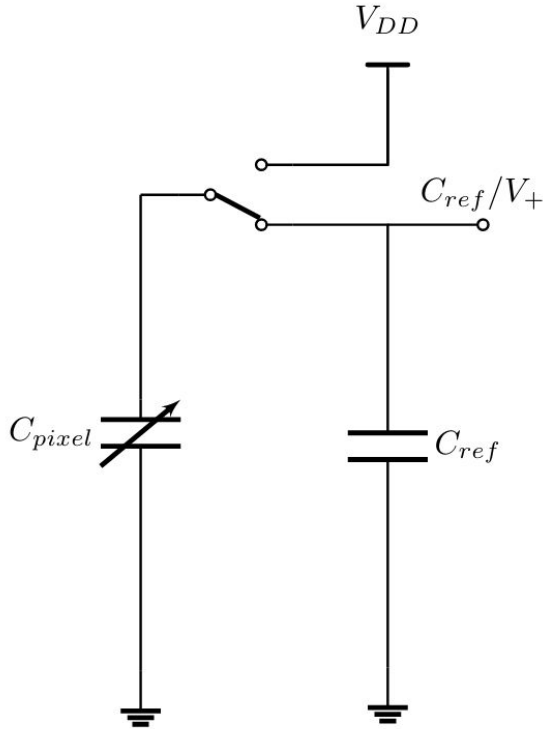
-

- $$E = mc^2$$

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

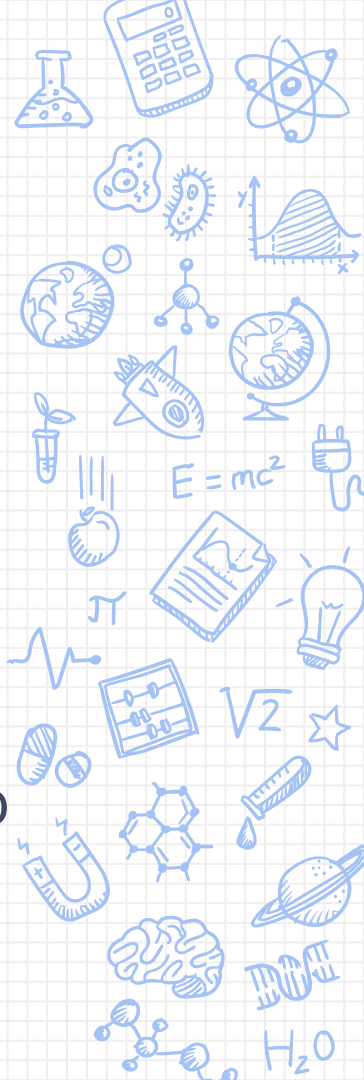


Measuring Capacitance

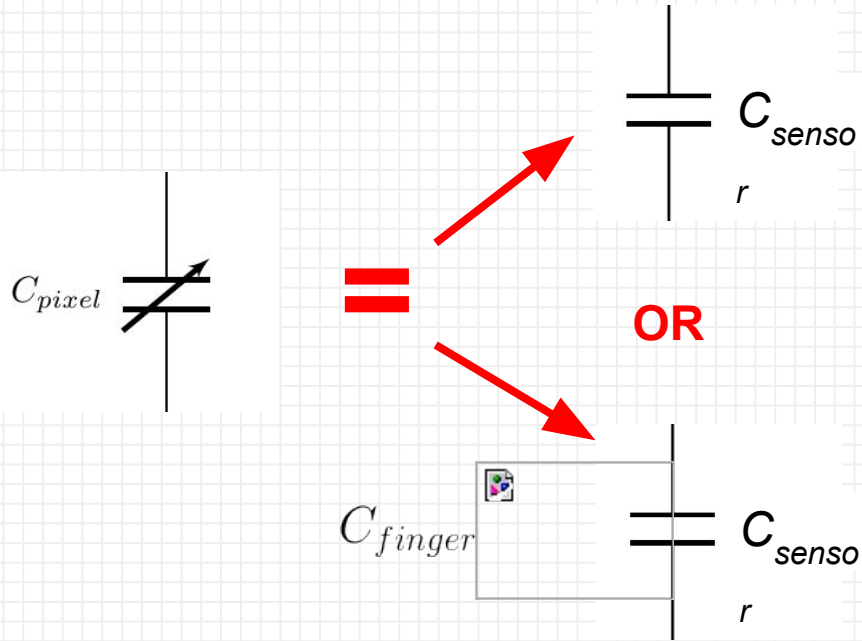


Charge-sharing
invariant: $Q = CV$

- ✗ Q remains constant
- ✗ What happens to capacitors in parallel?



Measuring Capacitance

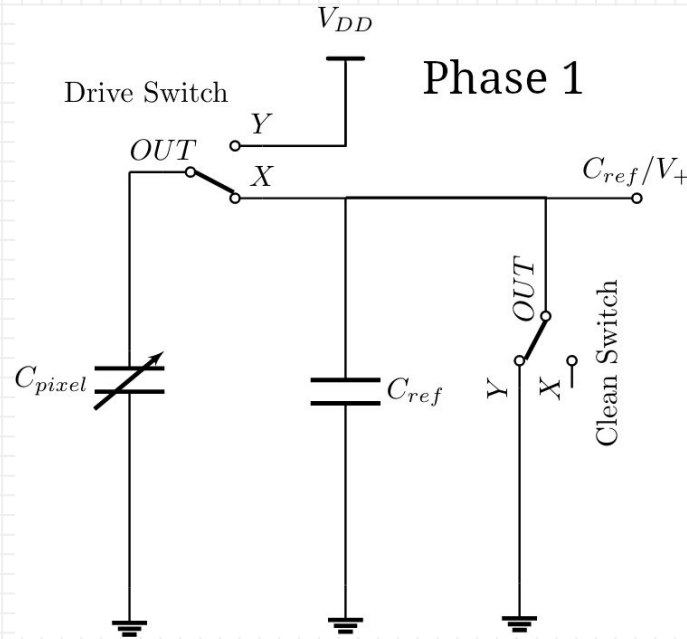


C_{pixel} is a variable value – may contain our finger or not

- ✗ Model finger as another capacitor in parallel with our capacitive touch sensor
- ✗ How does the capacitance of what we're charging change?

Measuring Capacitance: Full Cycle

1. Connect capacitors to ground to discharge fully

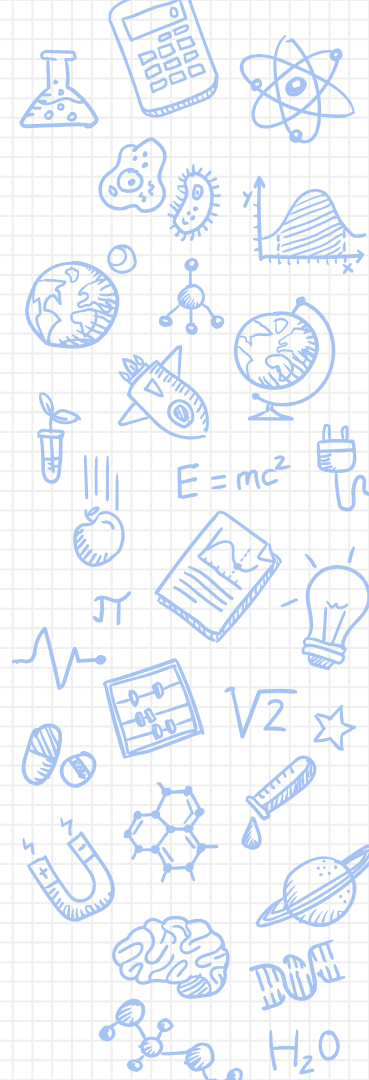
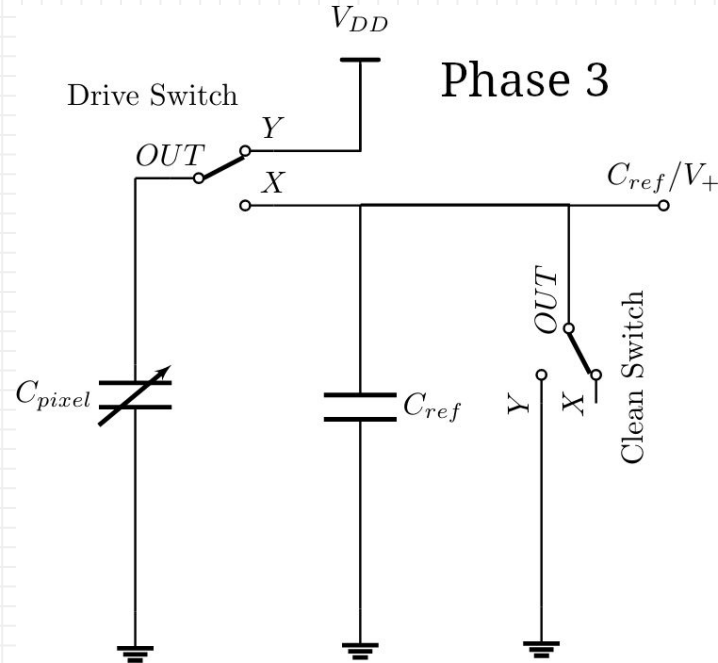


2. Disconnect clean switch from ground to enable charge storing

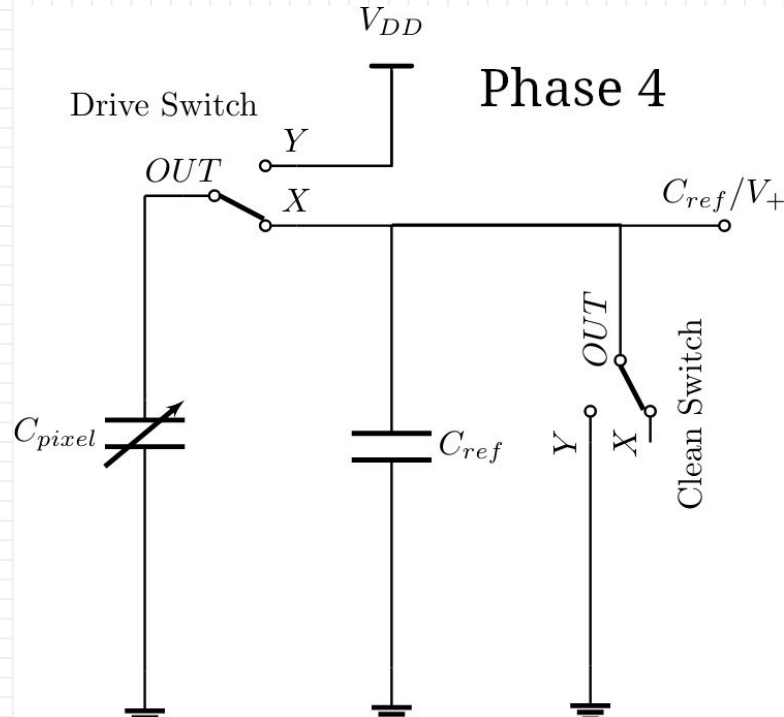


Measuring Capacitance: Full Cycle

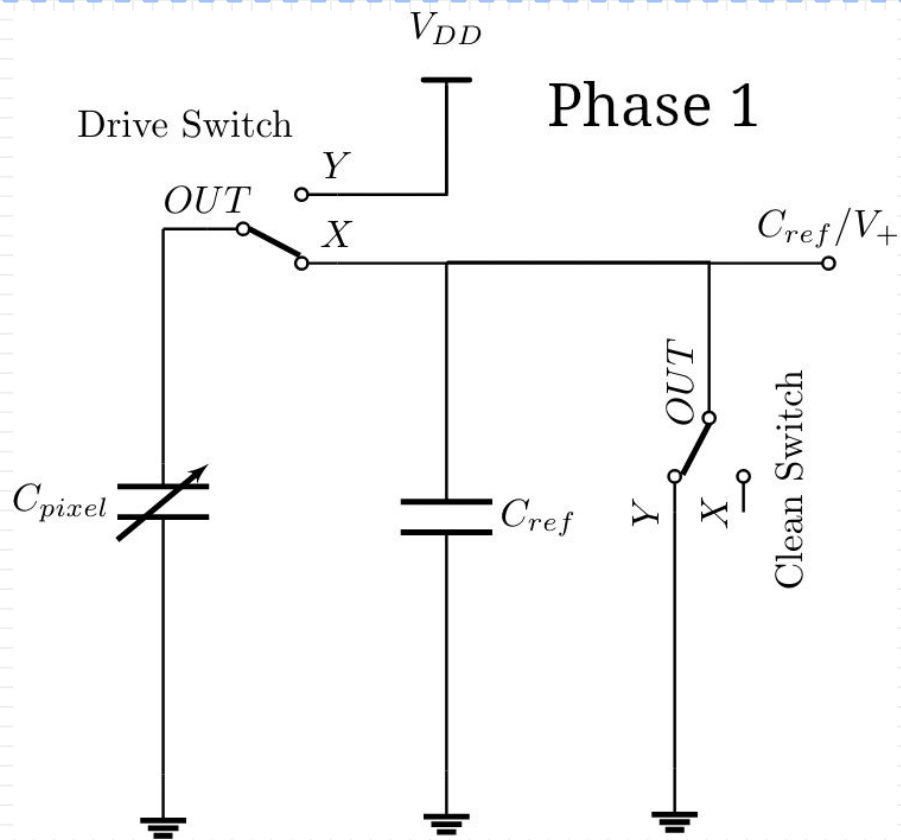
3. Charge touchscreen (+ finger?)



4. Share charge between **C_{pixel}** and **C_{fixed}**



Measuring Capacitance: Full Cycle



Process Comparator

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

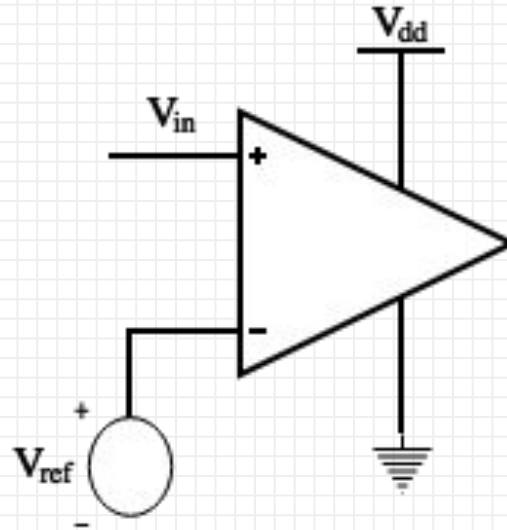
Essentially does:

if $V_{in} > V_{ref}$:

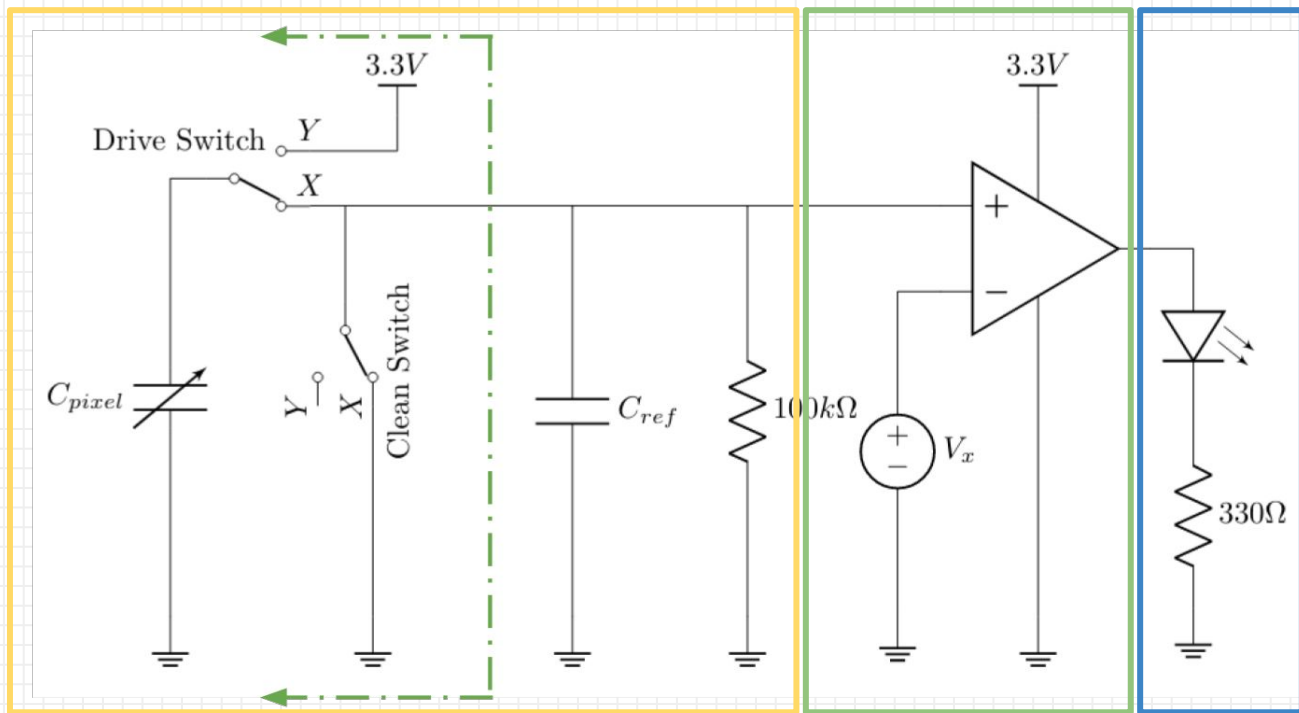
return V_{dd}

else:

return $GND = 0V$



Full Circuit - Sense Process Actuate



Notes

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

