

EECS 16A

Spring 2023 - Profs. Muller & Waller
Lecture 9A – Capacitive Touchscreen
& Capacitance Modeling



Toolbox

KVL: Voltage drops around a loop sum to 0

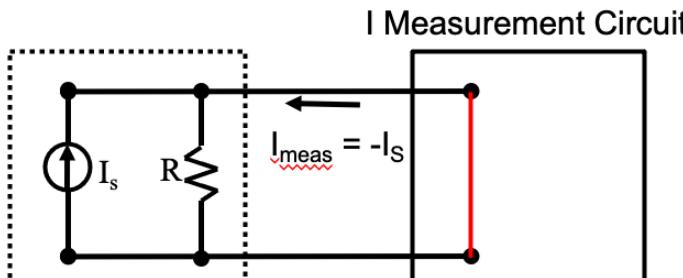
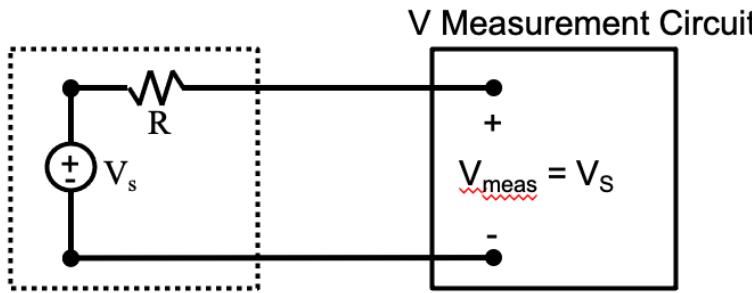
KCL: All currents coming out of a node sum to 0

$$V = IR$$

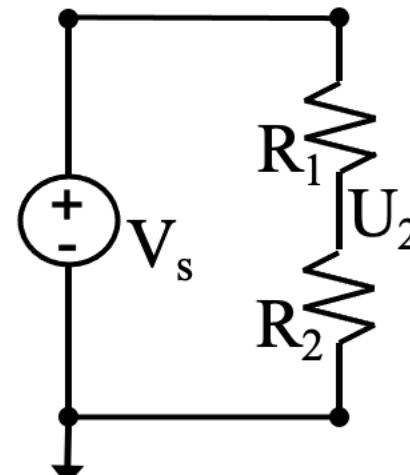
$$R = \frac{\rho L}{A}$$

V_{source} (off) \rightarrow short

I_{source} (off) \rightarrow open



$$R_1 \parallel R_2 = \frac{R_1 R_2}{R_1 + R_2}$$

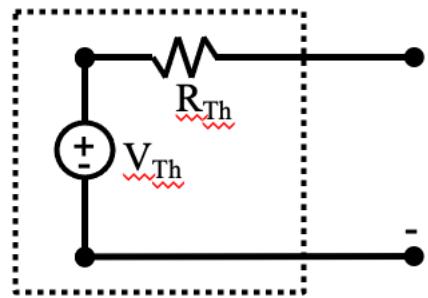


$$I = \frac{V_s}{R_1 + R_2}$$

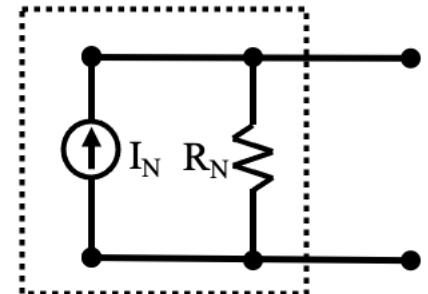
$$U_2 = \frac{V_s R_2}{R_1 + R_2}$$

$$R_{\text{Th}} = V_{\text{Th}} / I_N$$

Thevenin Equivalent Circuit

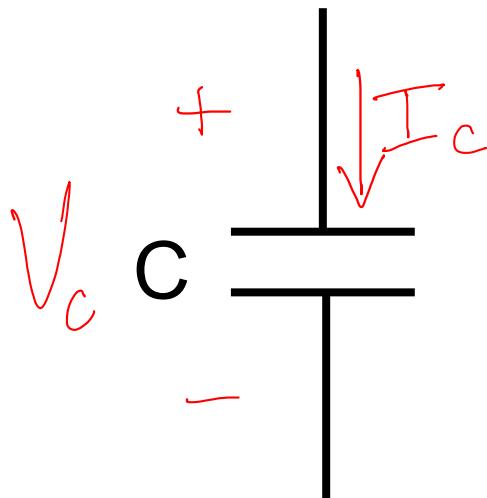


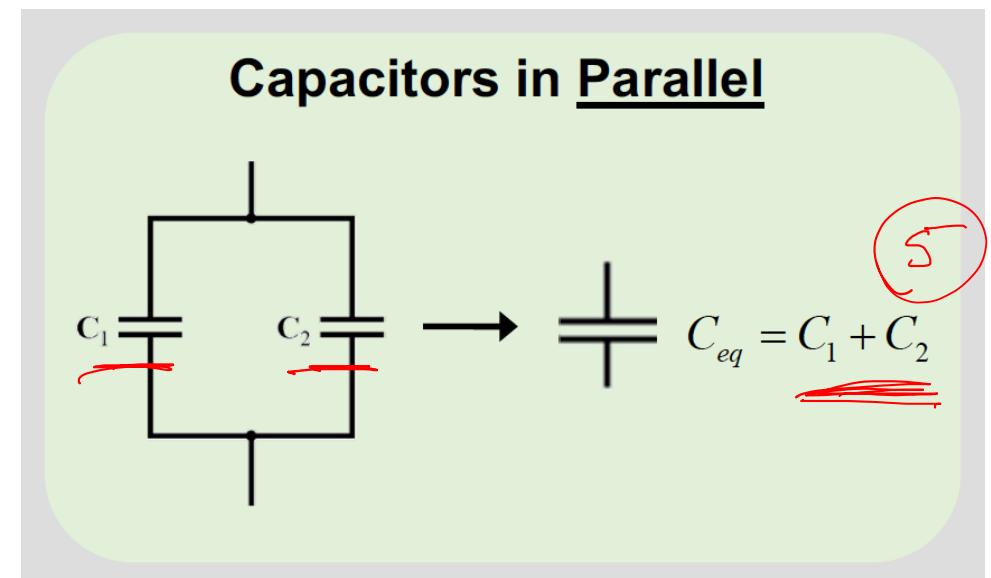
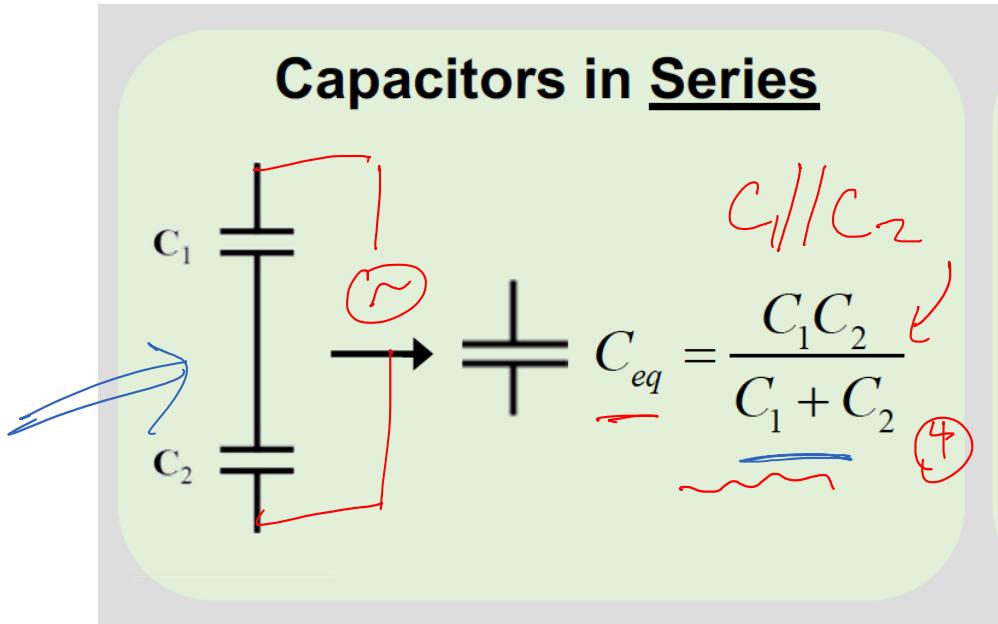
Norton Equivalent Circuit



Last Time - Capacitors!

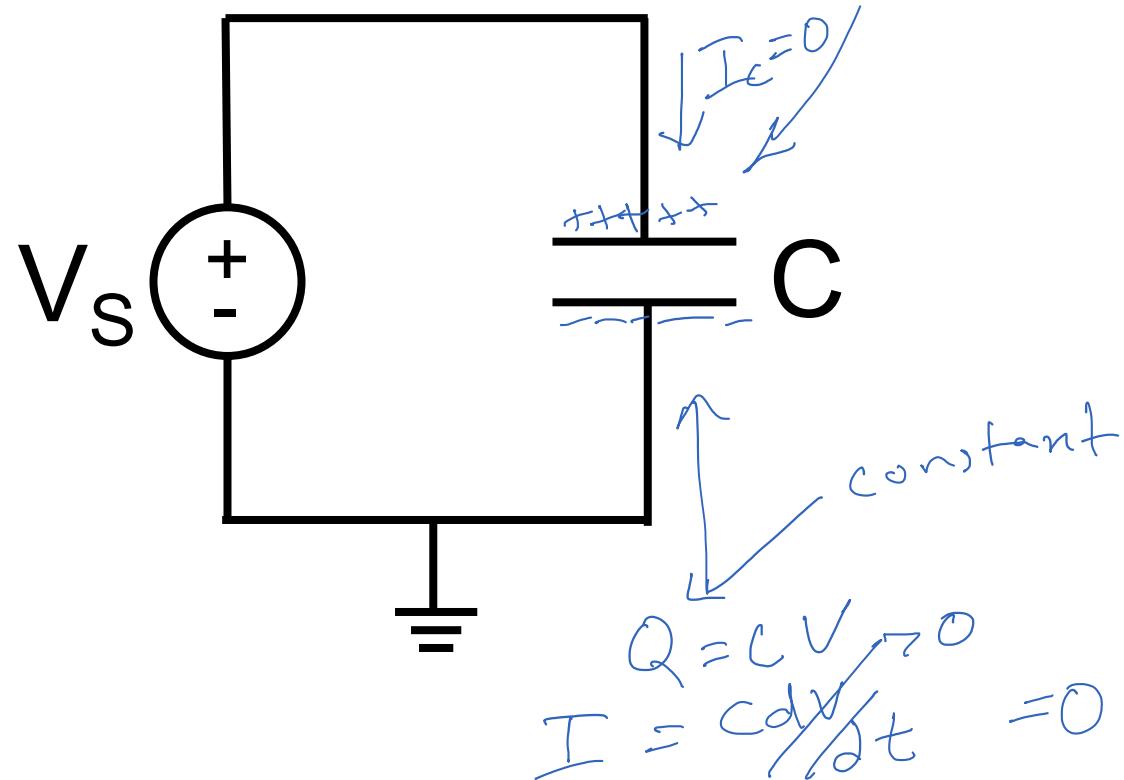
Capacitance C in [Farads] or [F]


$$Q = CV \quad (1)$$
$$I = C \frac{dV}{dt} \quad (2)$$
$$C = \frac{\epsilon A}{d} \quad (3)$$

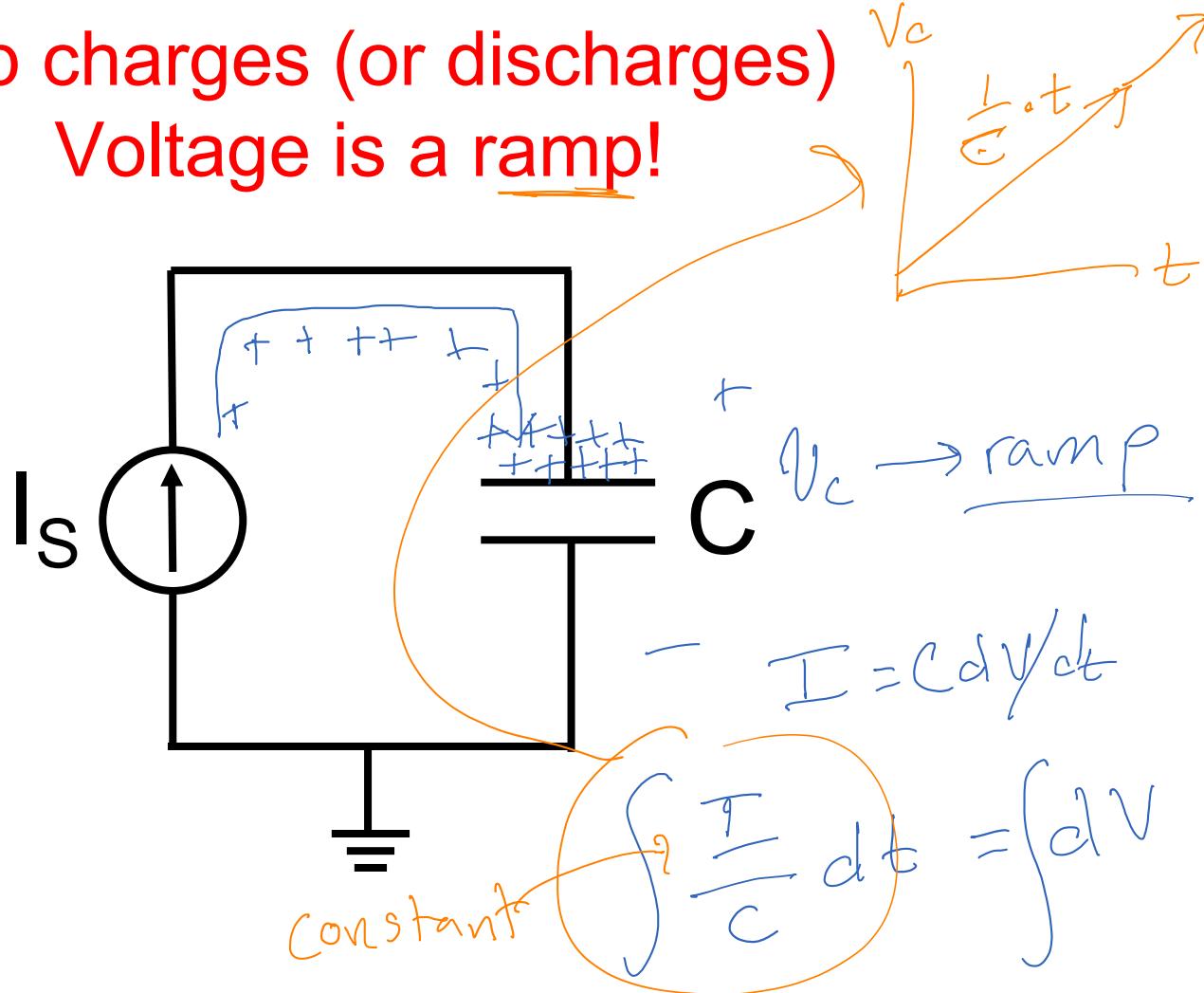


Last Time – Capacitors!

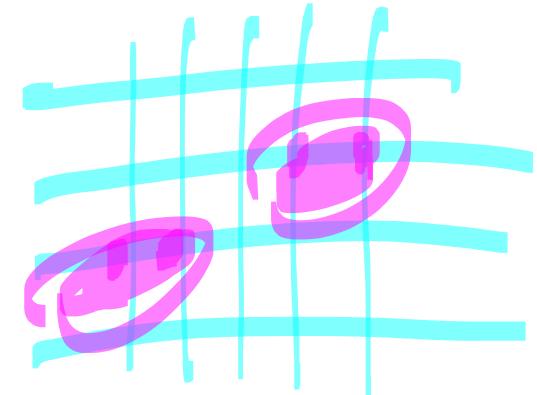
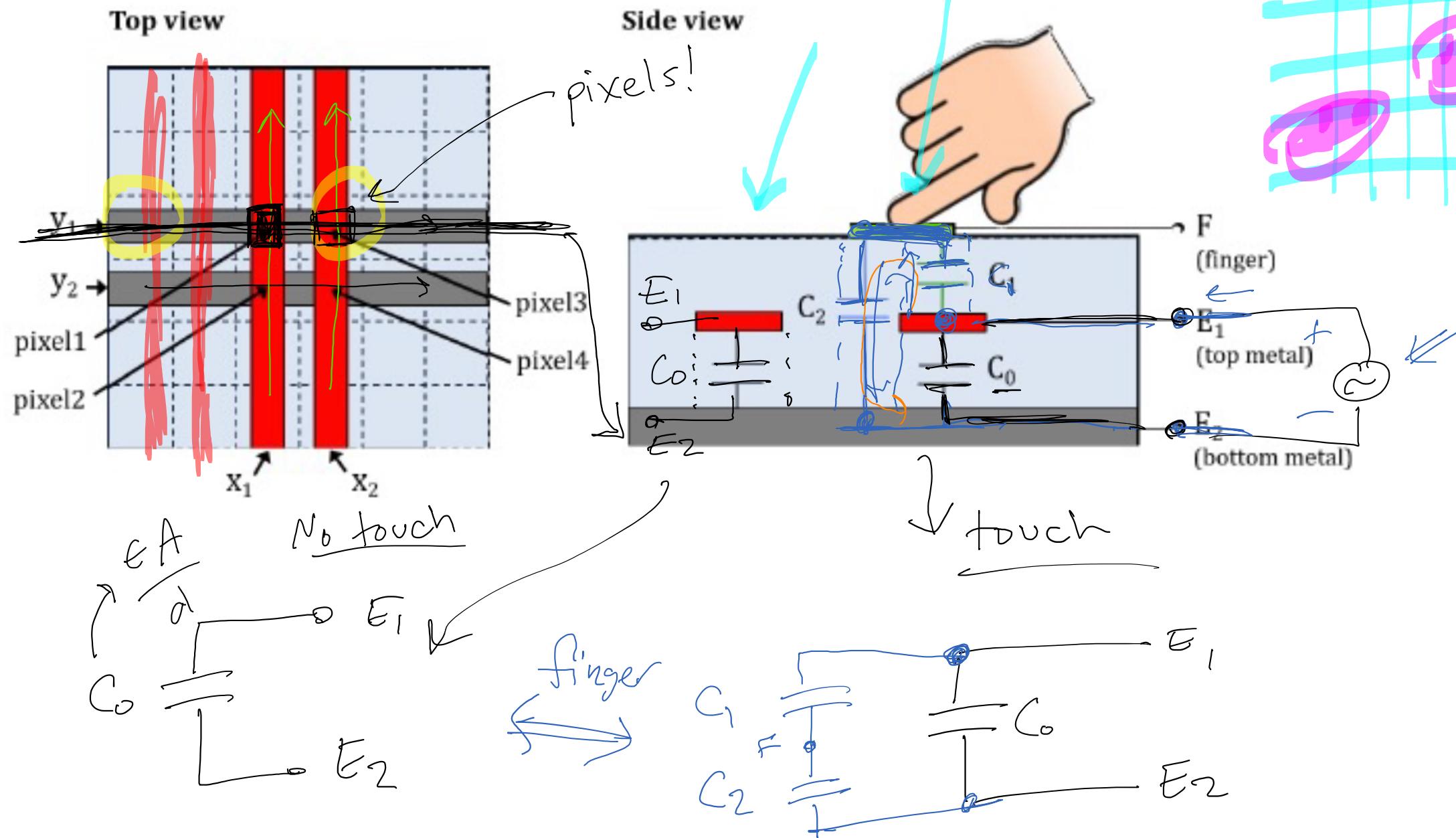
* Constant Voltage
→ Charge doesn't change
No current flows!



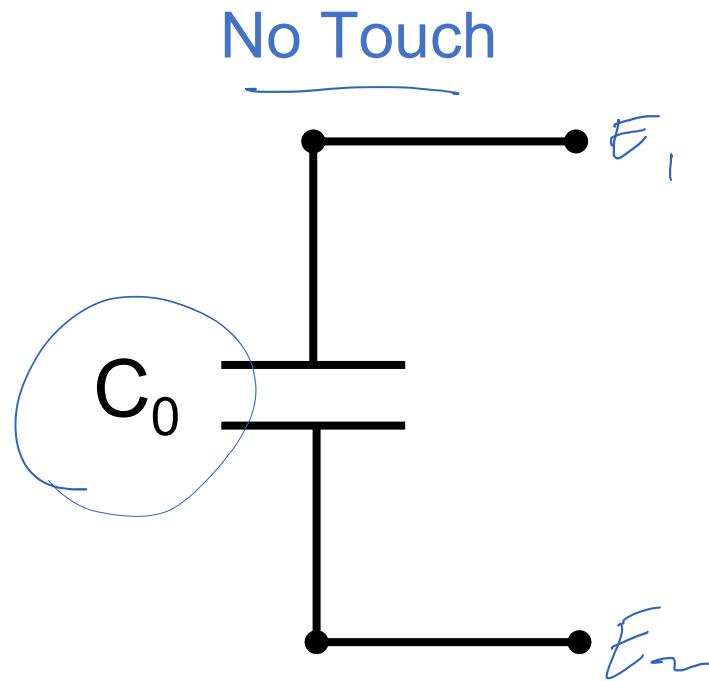
$\uparrow Q = CV \uparrow$
* Constant current
Cap charges (or discharges)
Voltage is a ramp!



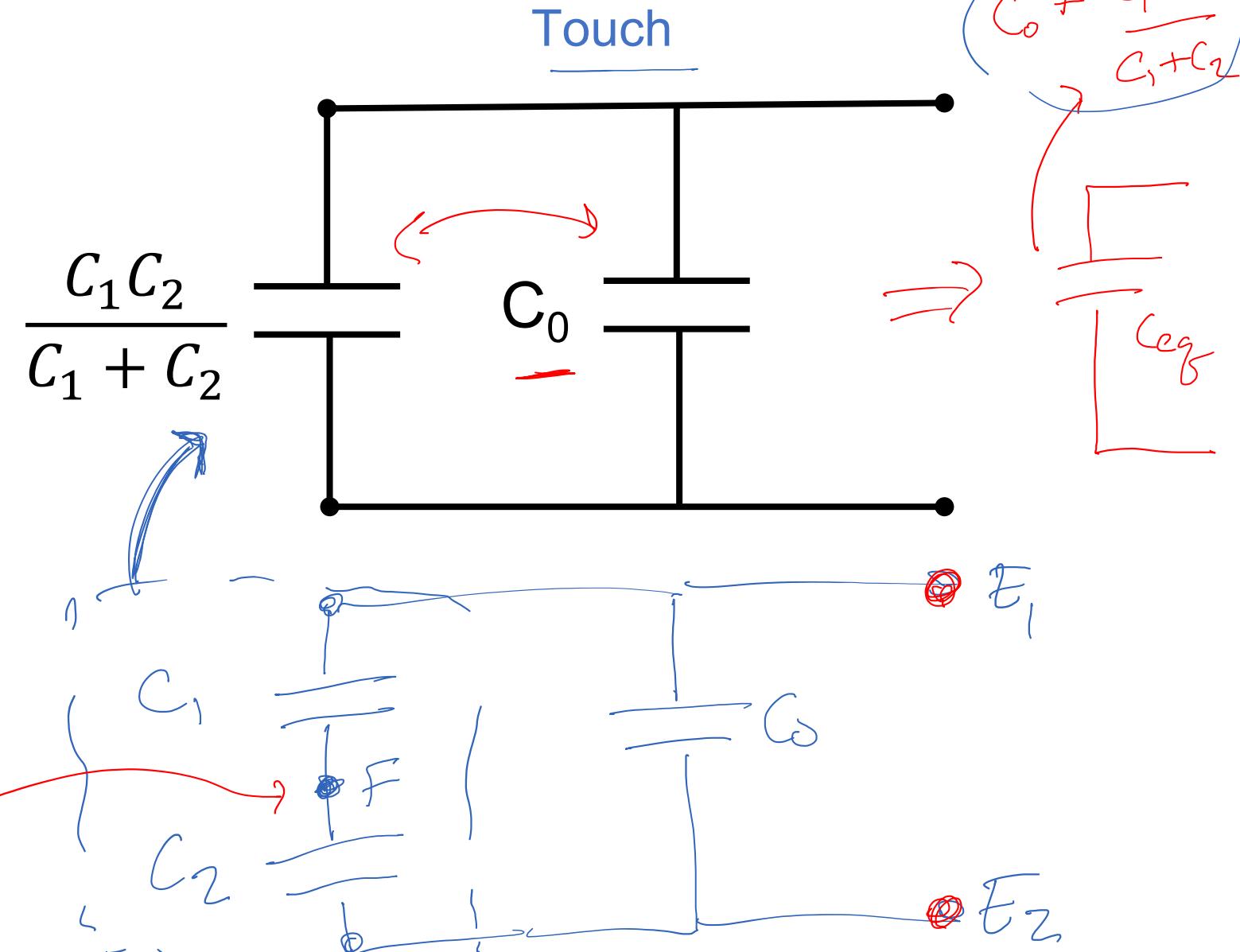
Capacitive Touchscreen Model



How Do We Read Out the Change in Capacitance?

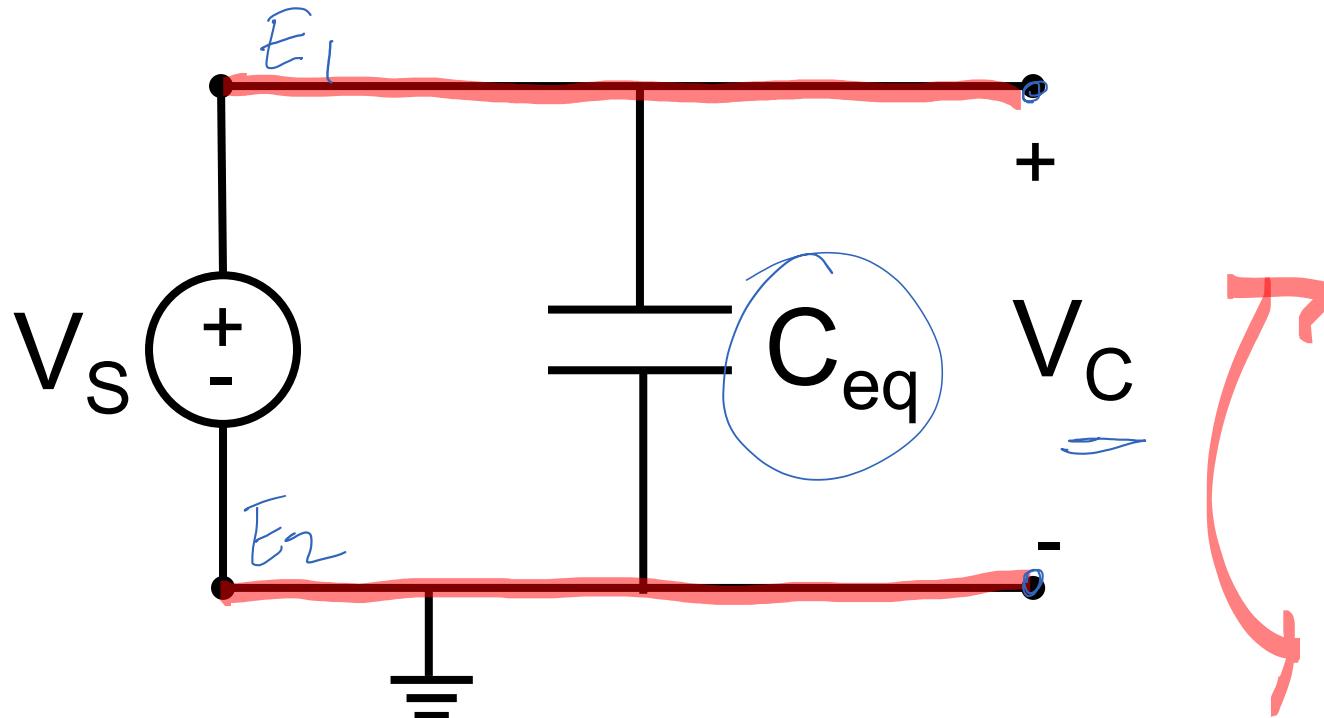


disappeared
but doesn't
matter



Attempt #1

Not a good idea



constant V_s across C

$$I = C \frac{dV}{dt} = 0$$

Without touch: $C_{eq} = C_0$

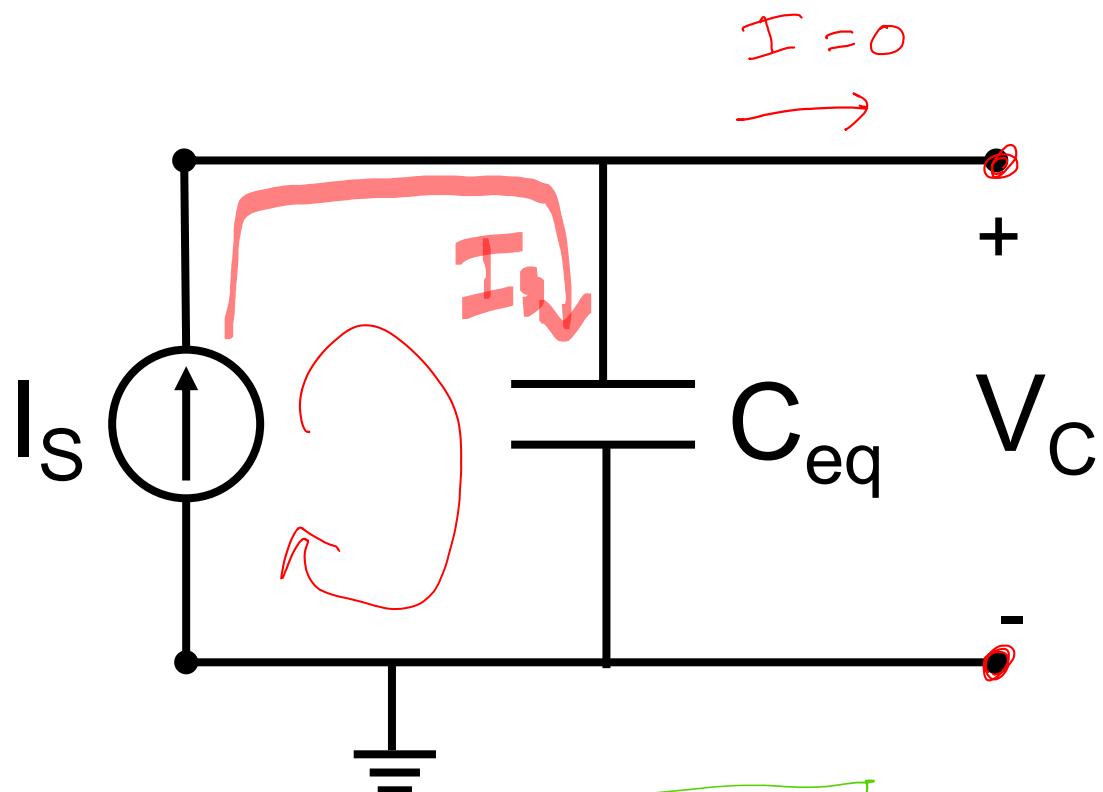
$$V_C = \sqrt{V_s}$$

With touch: $C_{eq} = C_0 + \frac{C_1 C_2}{C_1 + C_2}$

$$V_C = \sqrt{V_s}$$

Attempt #2 – Assume C_{eq} starts discharged

$$V_c(0) = 0$$



$$I_s = \frac{C dV}{dt} = C_{eq} \frac{dV_c}{dt}$$

$$\int_0^t \frac{I_s}{C_{eq}} dt = \int_{V_c(0)}^{V_c(t)} dV_c$$

$$t=0 \rightarrow t \quad V_c(0) \rightarrow V_c(t)$$

$$\left. \frac{I_s}{C_{eq}} t \right|_0^t = V_c \Big|_{V_c(0)}^{V_c(t)}$$

$$V_c(t) = \frac{I_s}{C_{eq}} \cdot t$$

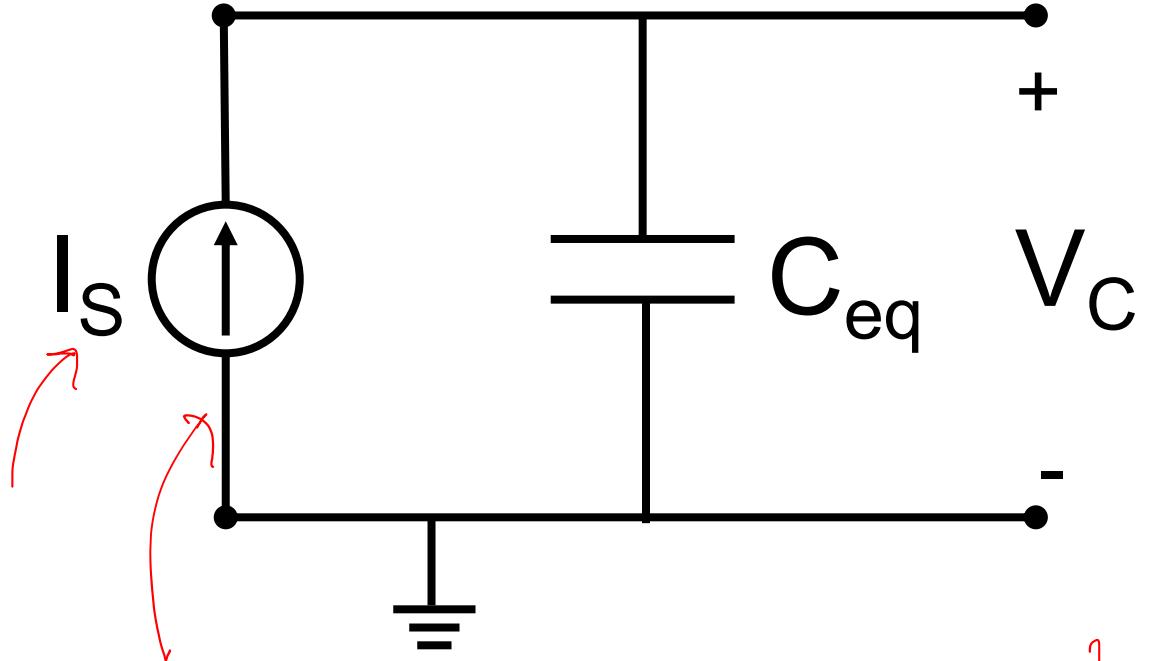
slope!

$$\left\{ \begin{array}{l} \frac{I_s}{C_{eq}} t - 0 = V_c(t) - V_c(0) \\ V_c(0) = 0 \end{array} \right.$$

Attempt #2 – Assume C_{eq} starts discharged

$$I_g = \frac{C_{eq} dV_C}{dt}$$

$$\frac{dV_C}{dt} = \frac{I_s}{C_{eq}}$$



higher slope!

Without touch: $C_{eq} = C_0$

$$\frac{dV_C}{dt} = \frac{I_s}{C_0}$$

smaller $\rightarrow C_{eq}$

With touch: $C_{eq} = C_0 + \frac{C_1 C_2}{C_1 + C_2}$

$$\frac{dV_C}{dt} = \frac{I_s}{C_{eq}} = \frac{I_s}{C_0 + \frac{C_1 C_2}{C_1 + C_2}}$$

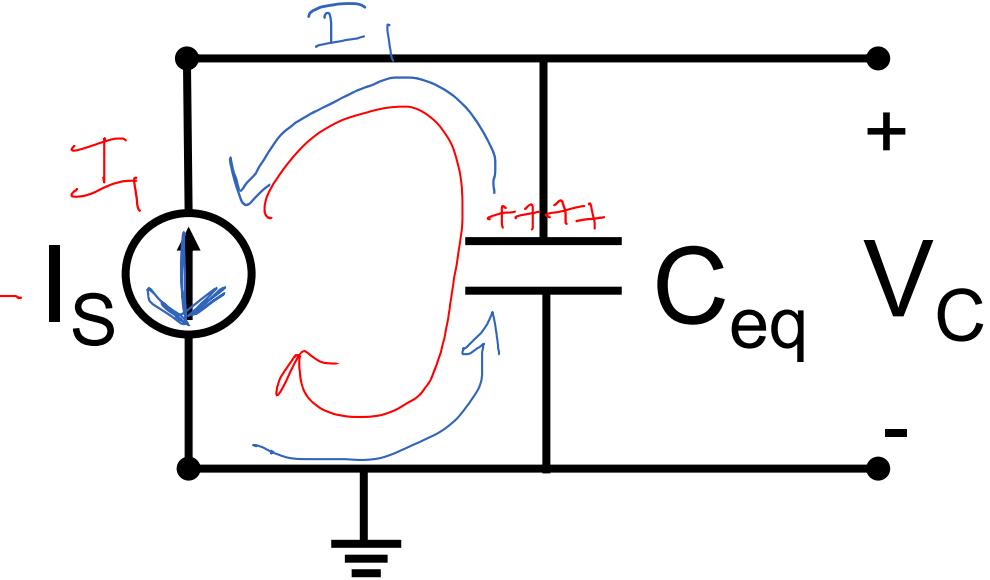
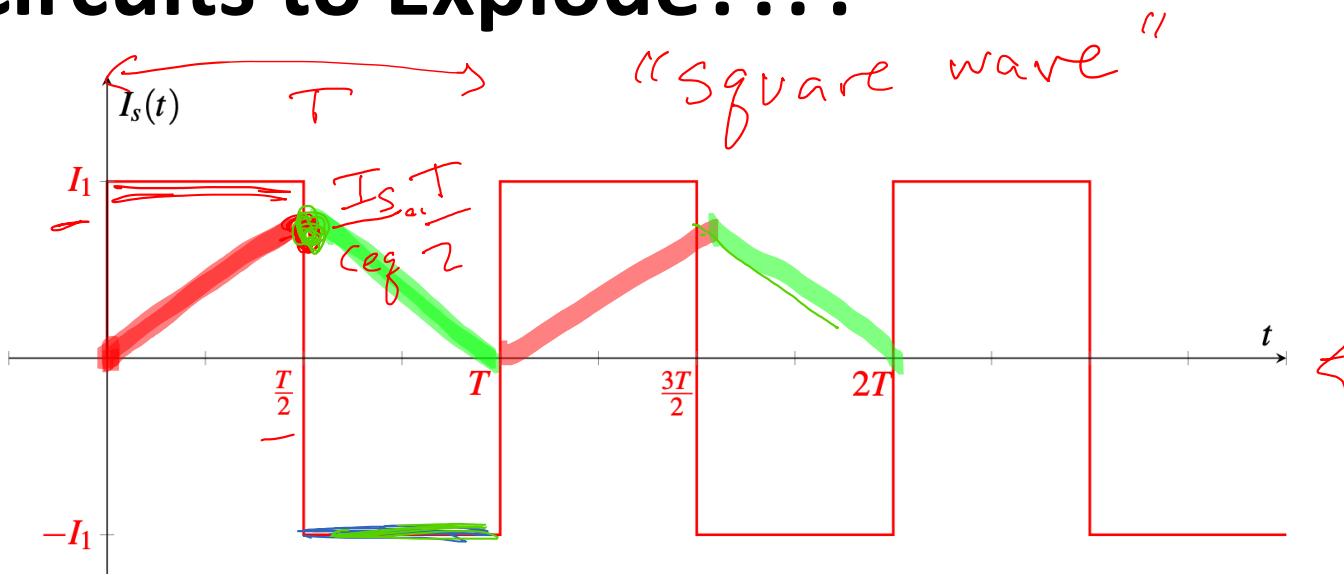
\downarrow good idea

On forever? \Rightarrow explosions!



Won't the Voltage Ramp Forever and Cause All of the Circuits to Explode?!?!

$$I = \frac{dQ}{dt}$$



~~*~~ $V_C(t) = \frac{I_s}{C_{eq}}(t - t_0) + V_C(t_0)$

Same but
 $t \neq 0$

$V(t) = \frac{I_1}{C}t$ when $0 \leq t \leq \frac{T}{2}$

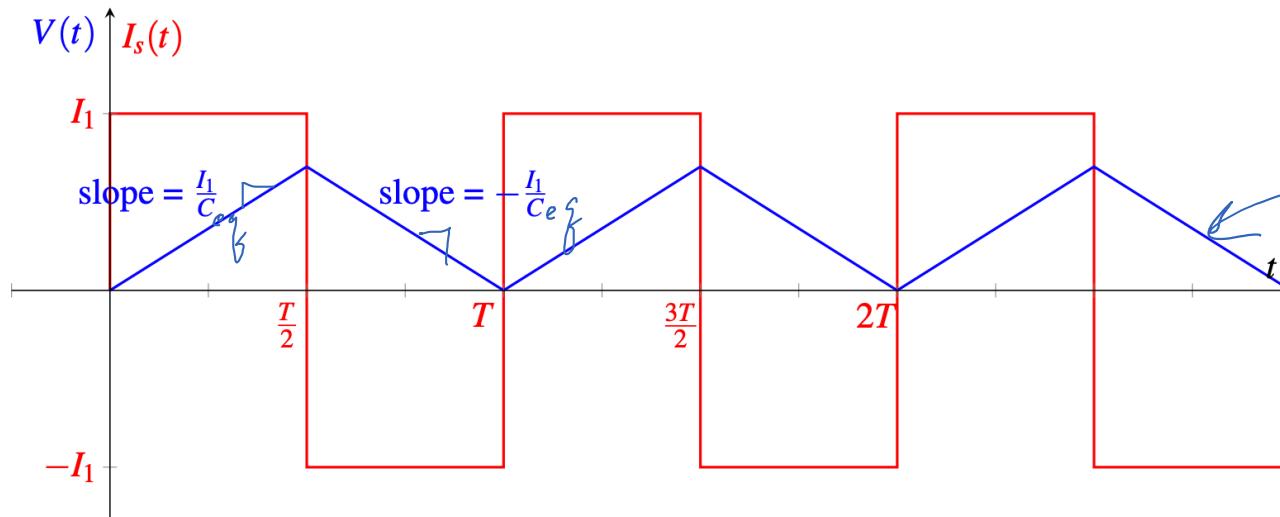
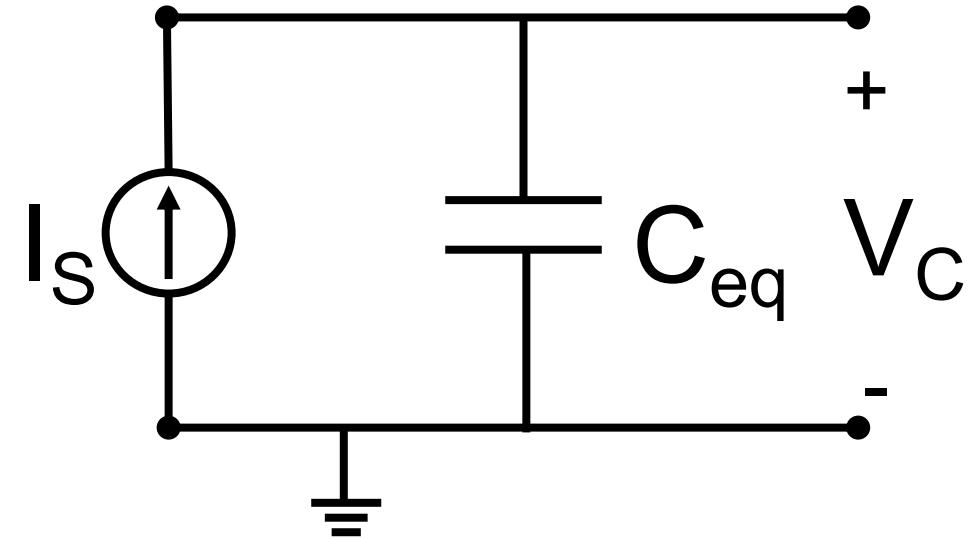
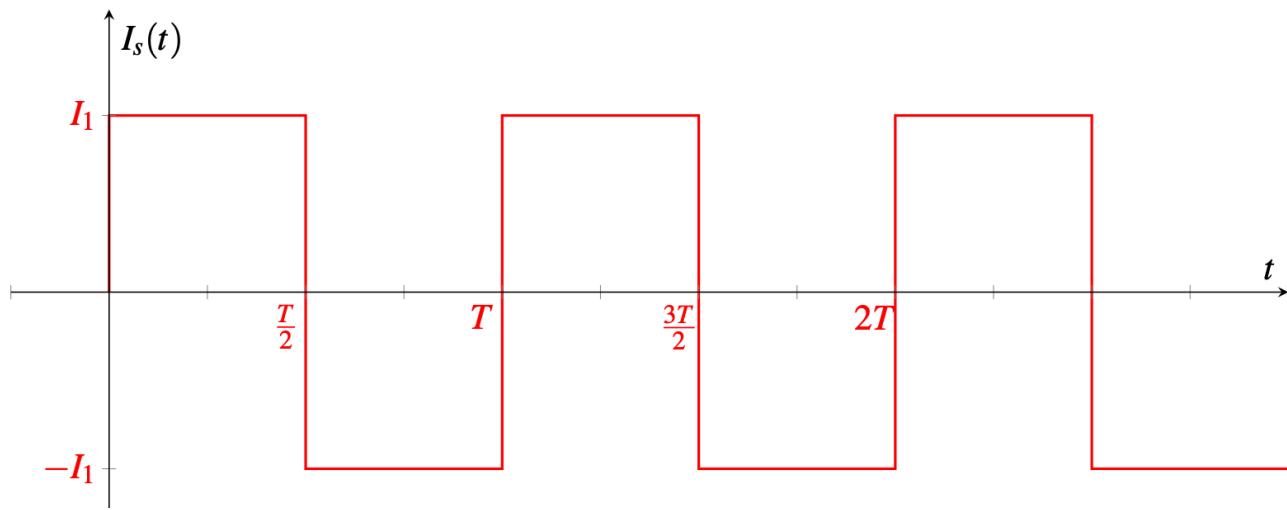
when $\frac{T}{2} < t \leq T$

$V(t) = -\frac{I_1}{C_{eq}}\left(t - \frac{T}{2}\right) + V\left(\frac{T}{2}\right)$

$V(t) = -\frac{I_1}{C}\left(t - \frac{T}{2}\right) + \frac{I_1 T}{2C}$

Initial condition

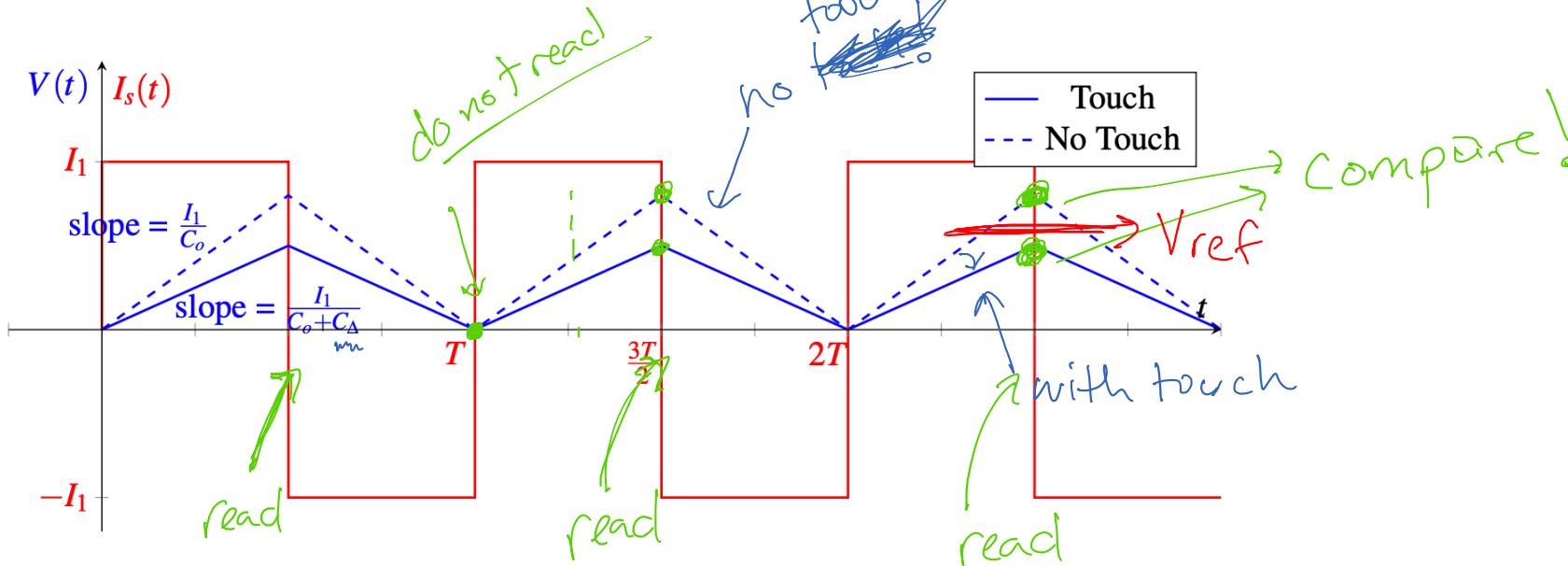
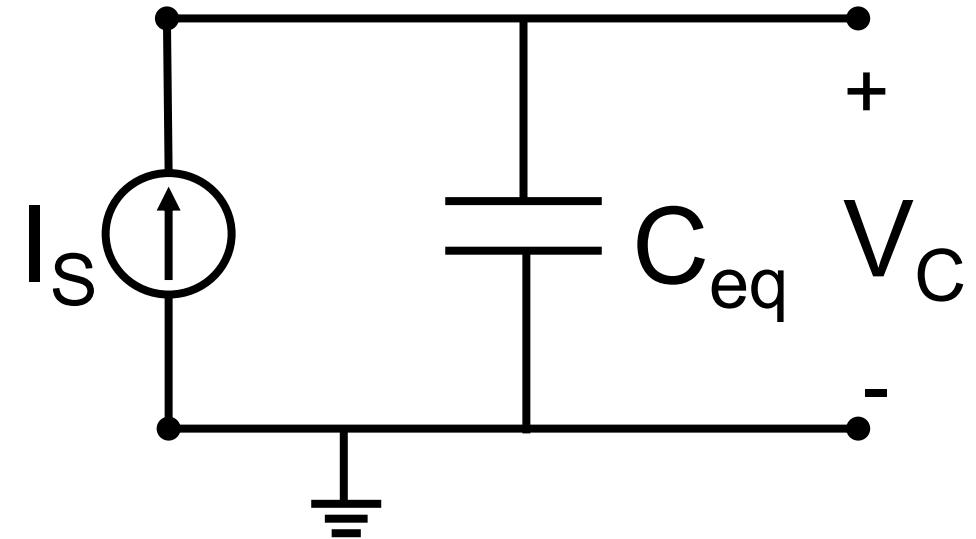
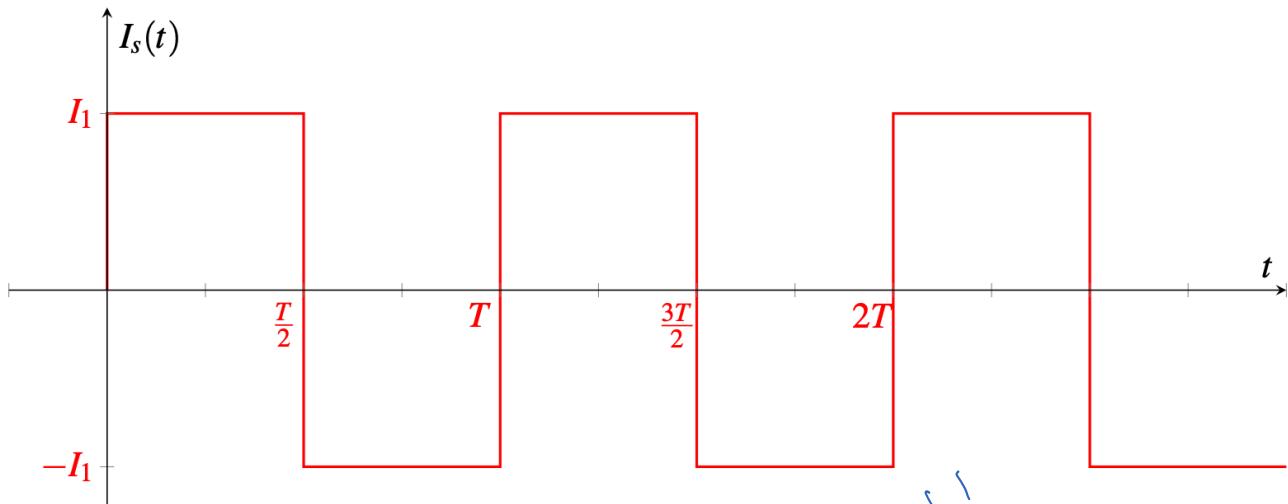
Attempt #3 – Alternating Current (AC!)



$$C_{eq} = C_0 \quad (\text{no touch})$$

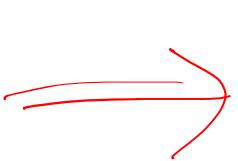
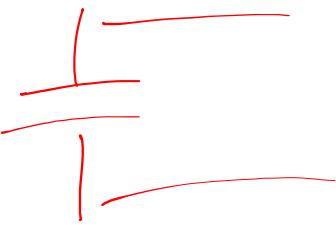
$$\rightarrow C_{eq} = C_0 + \frac{C_1 C_2}{C_1 + C_2}$$

Attempt #3 – Alternating Current (AC!)



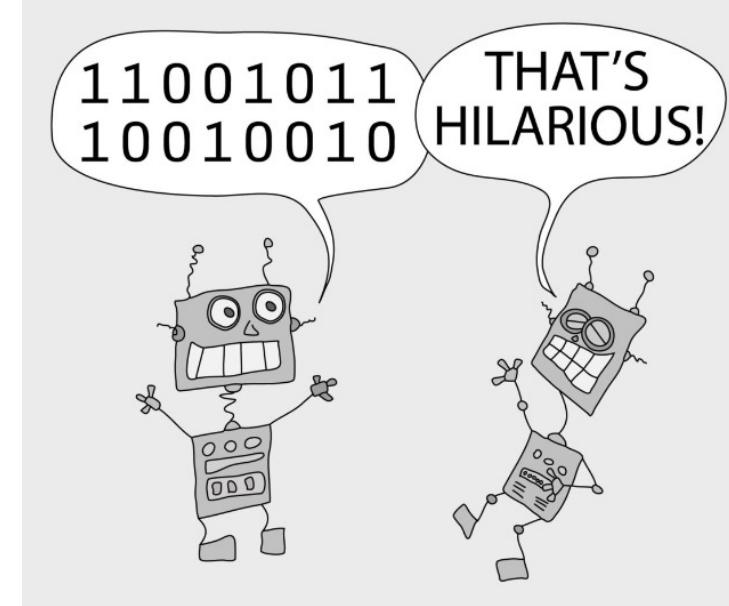
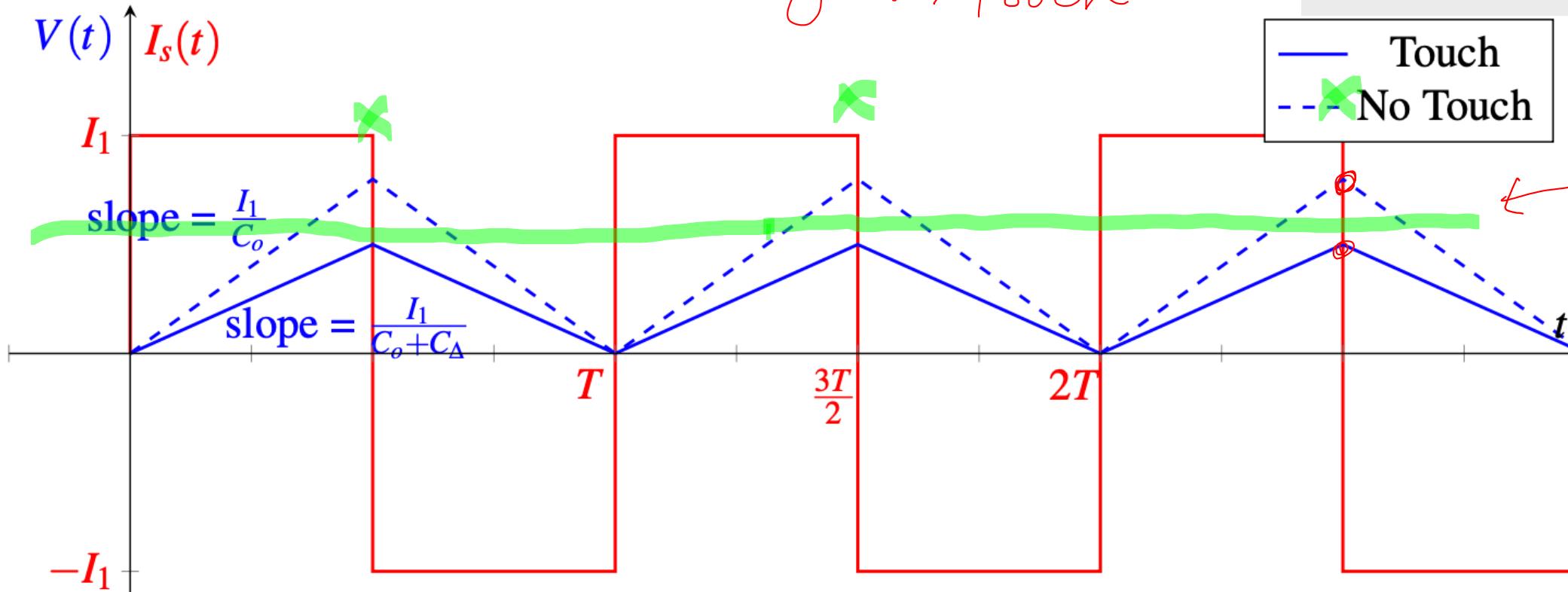
How to But Touch or No-Touch is Binary!

red



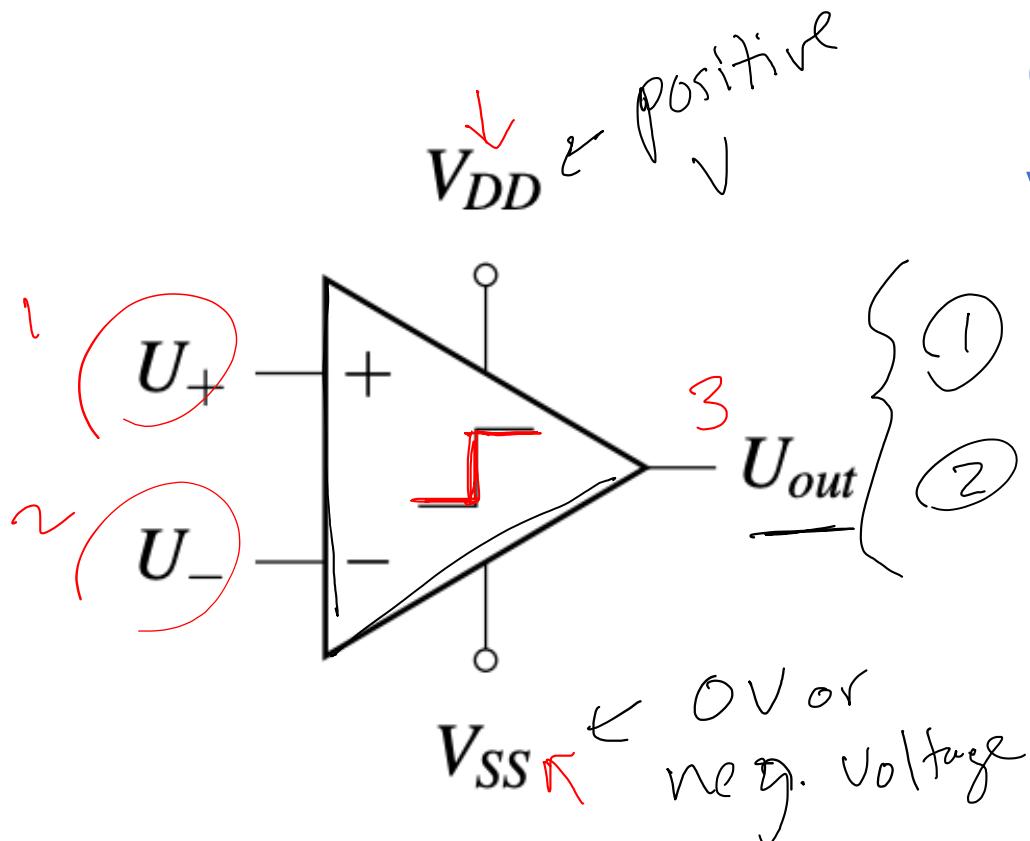
"0" or "1"

"1" → no touch
"0" → touch



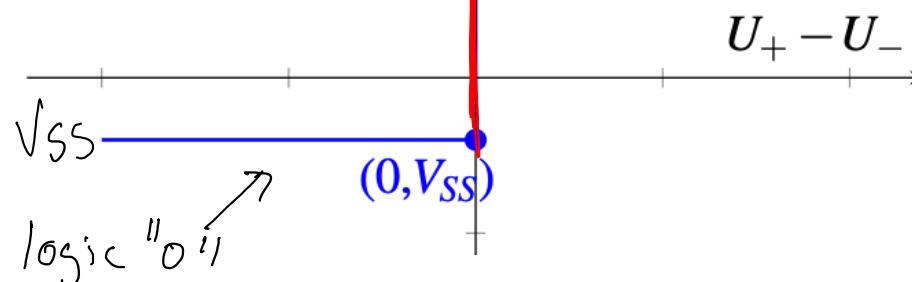
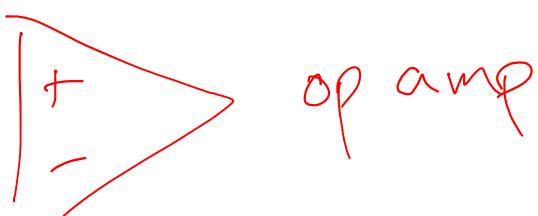
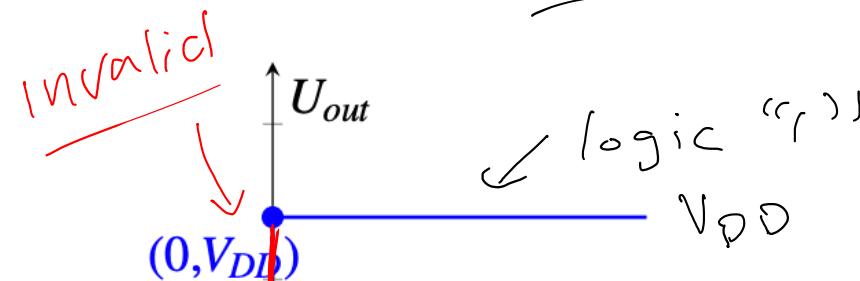
How do we Compare Two Values?

new element

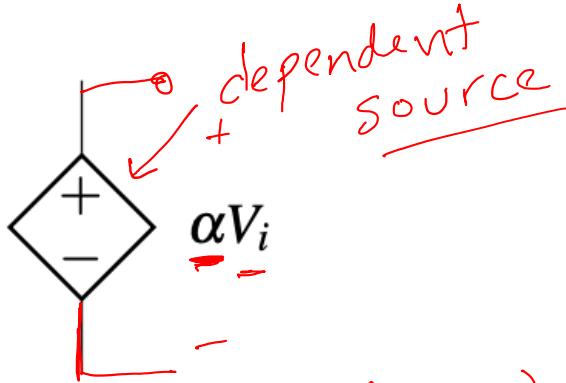
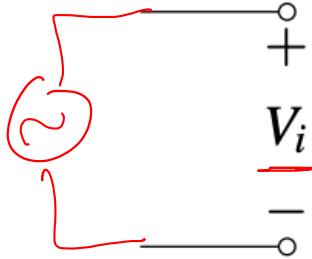


Comparators compare two values (inputs):

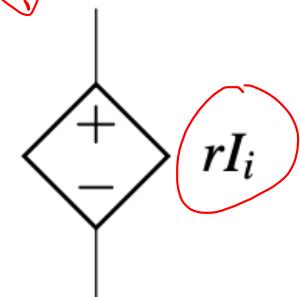
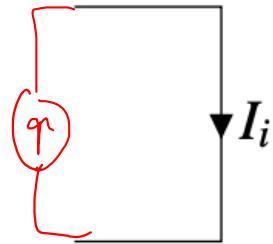
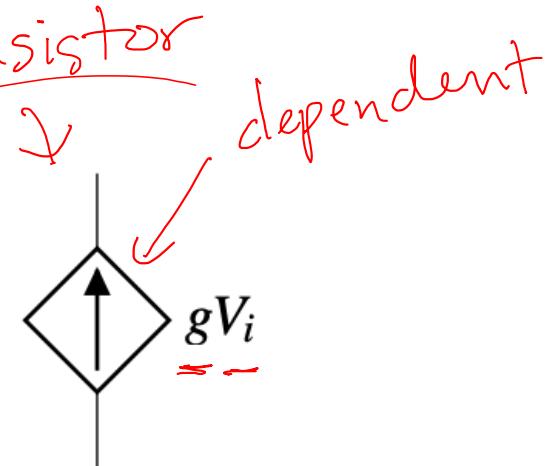
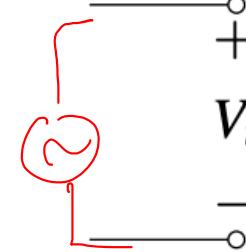
$$\begin{cases} ① U_+ > U_- \rightarrow U_{out} = "1" = V_{DD} \\ ② U_+ < U_- \rightarrow U_{out} = "0" = V_{SS} \end{cases}$$



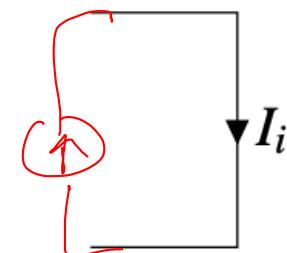
To Understand How it Works, We Must Introduce New Elements!



① Voltage-controlled voltage source (VCVS) ② Voltage-controlled current source (VCCS)

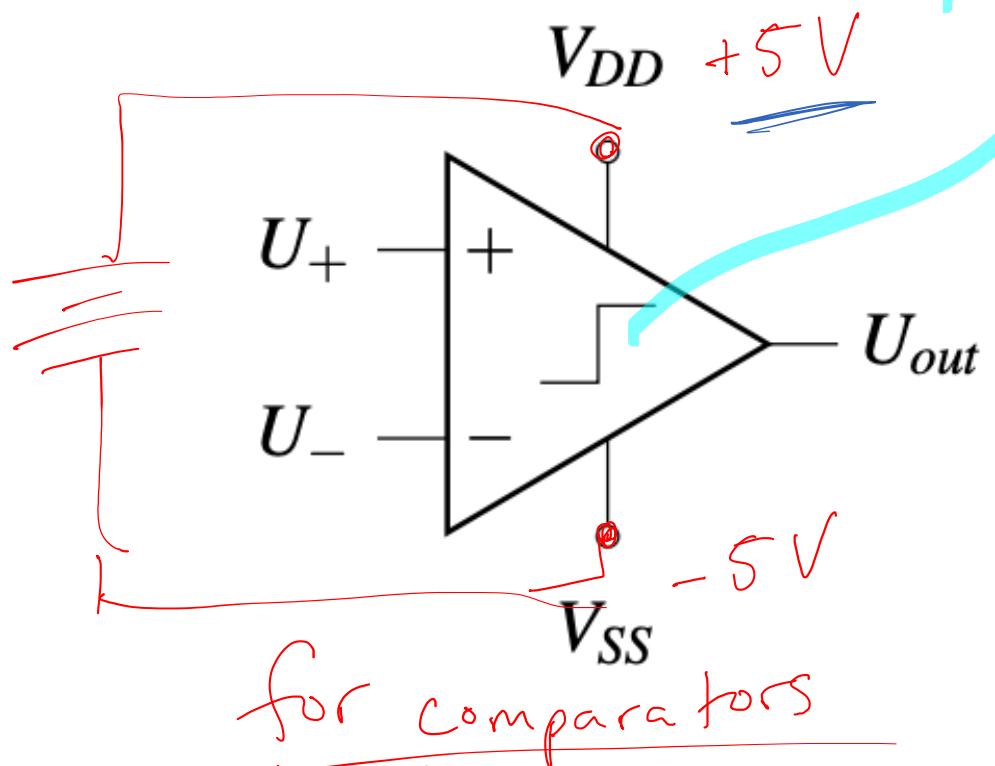


③ Current-controlled voltage source (CCVS)



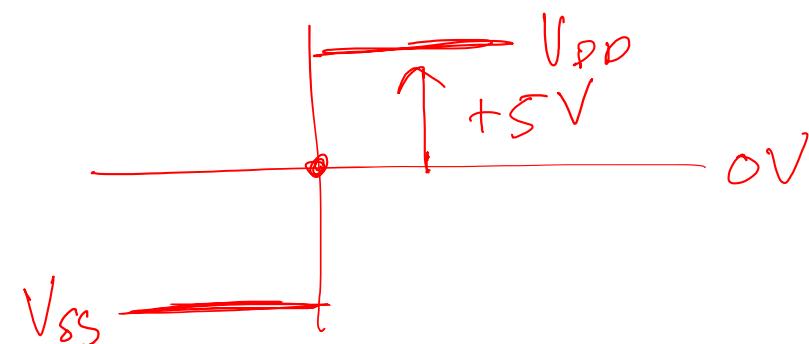
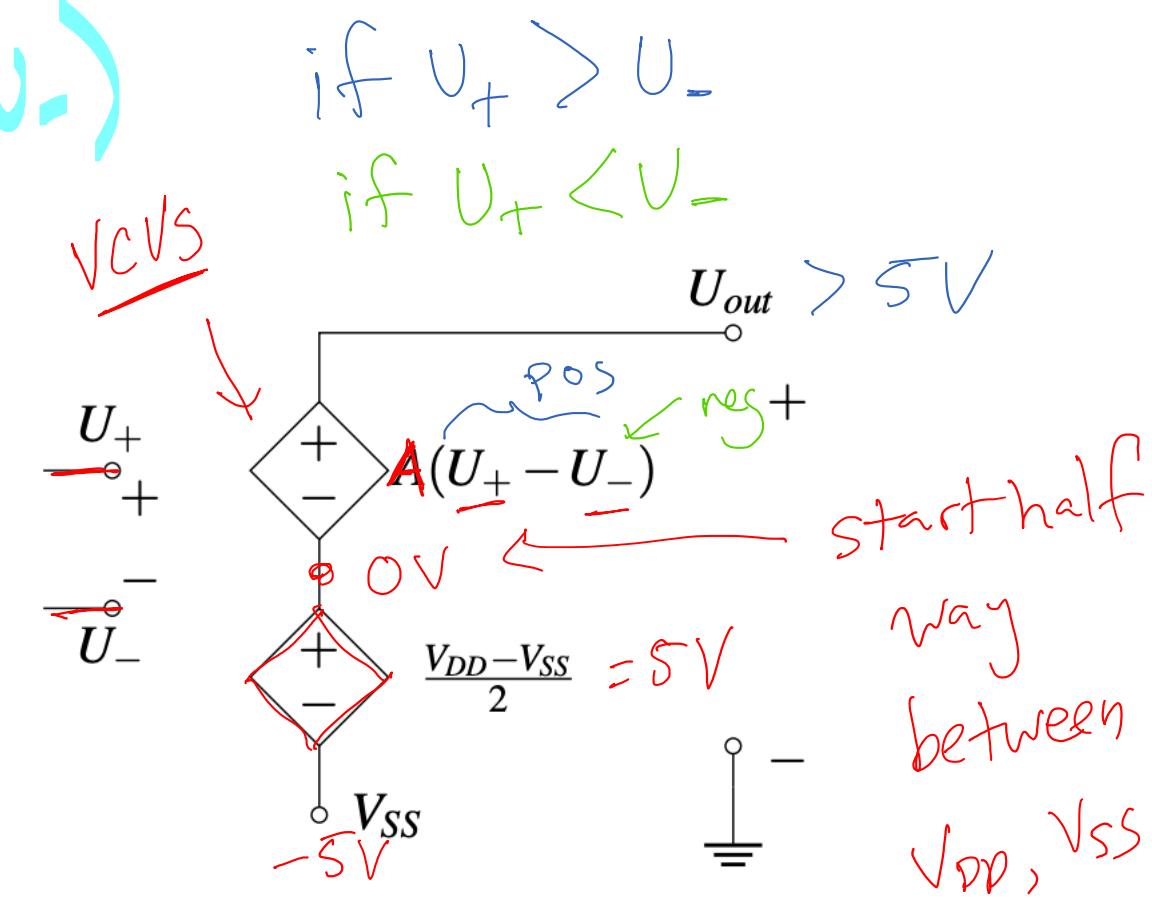
④ Current-controlled current source (CCCS)

Comparator Model

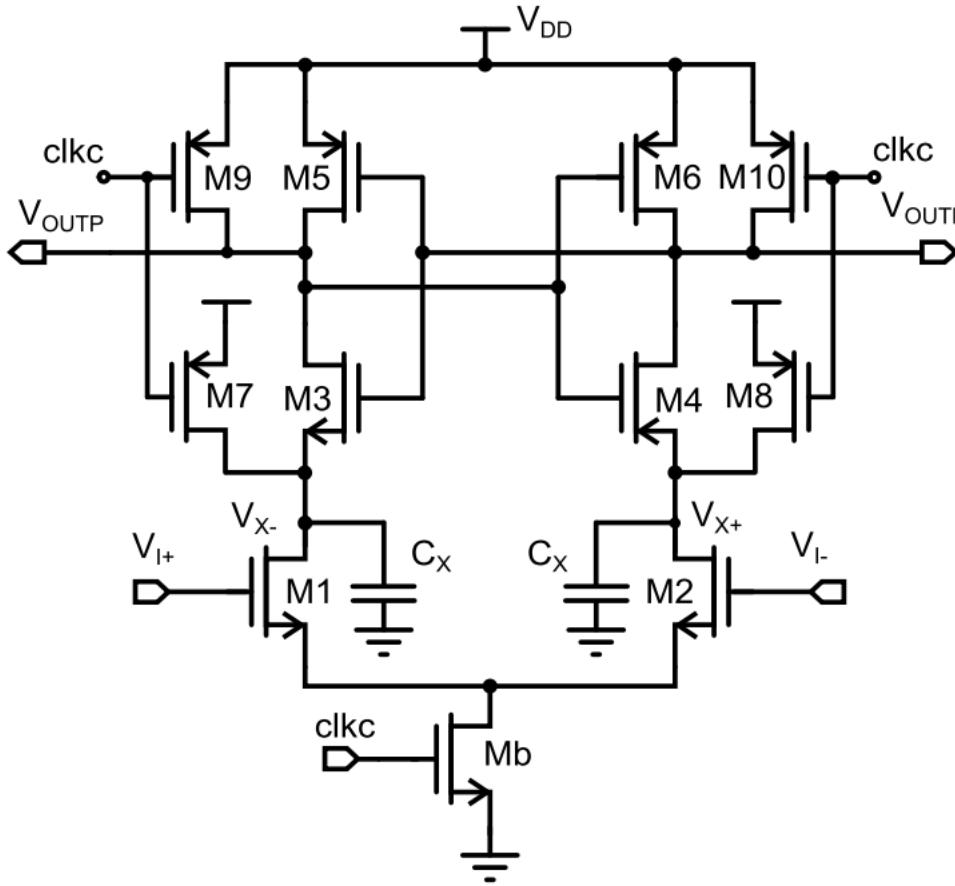


$A \Rightarrow$ huge huge

fast



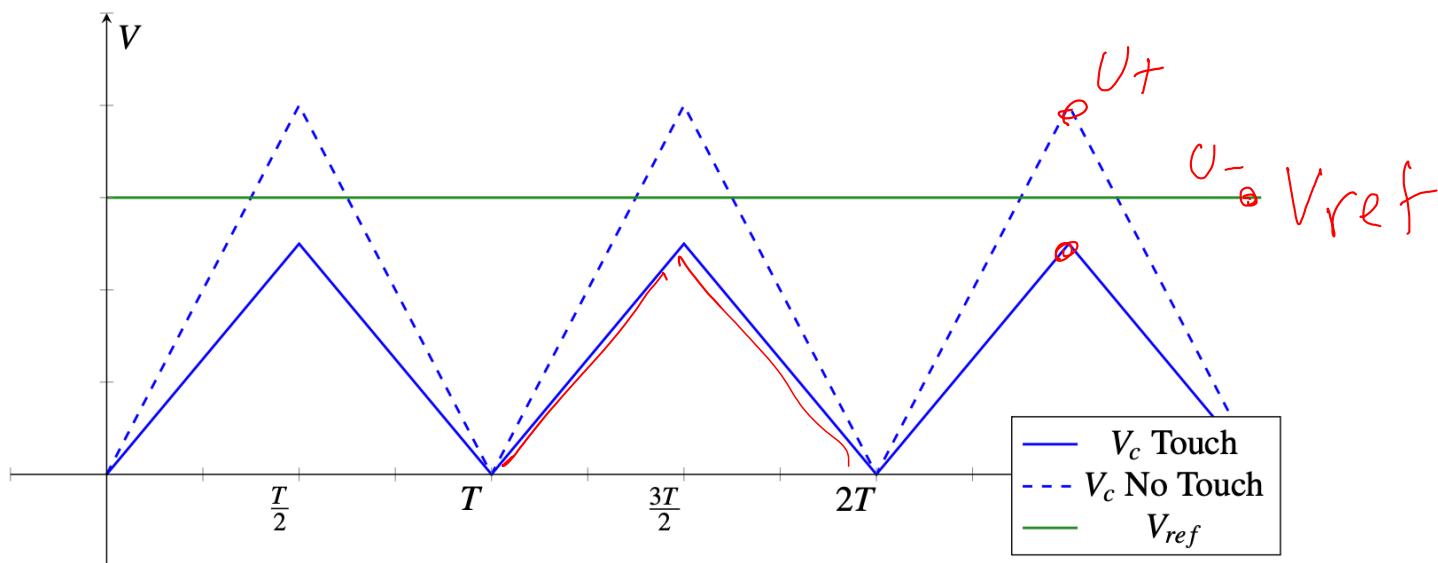
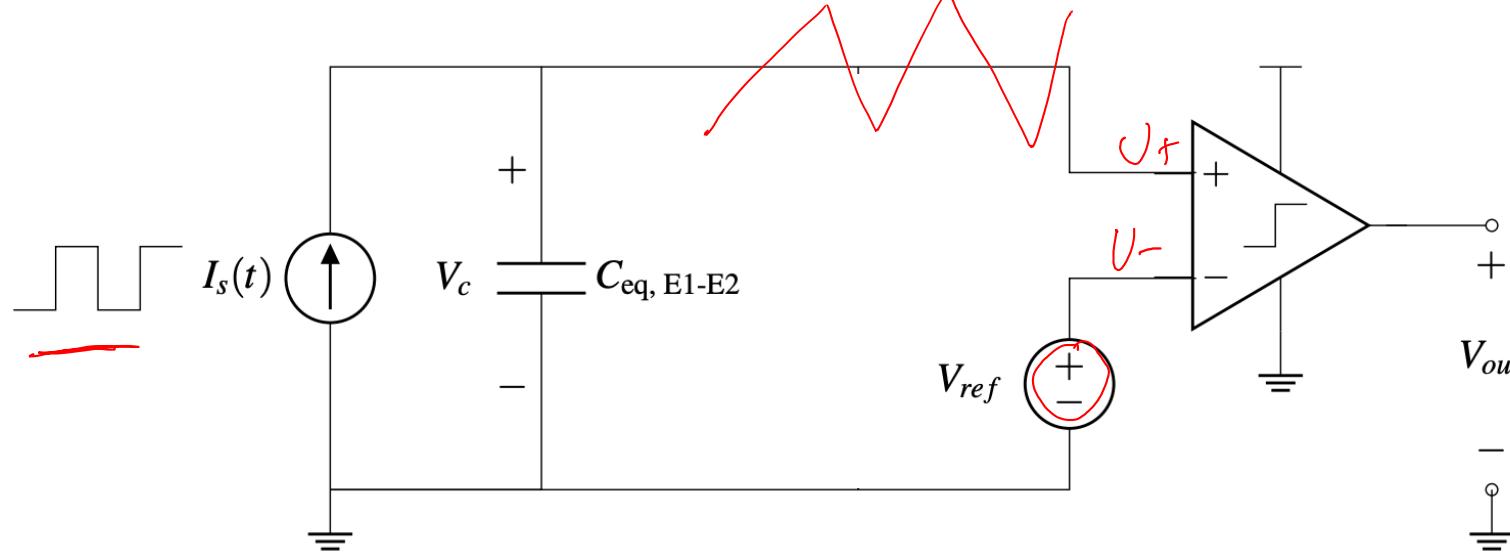
A Real Comparator!



Learn more in EE 105 & EE 140!

↙ ↘

How to Read Out Touch



How to Read Out Touch

