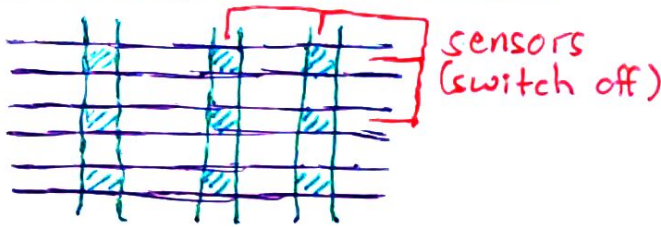
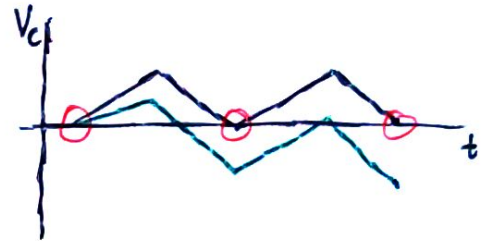
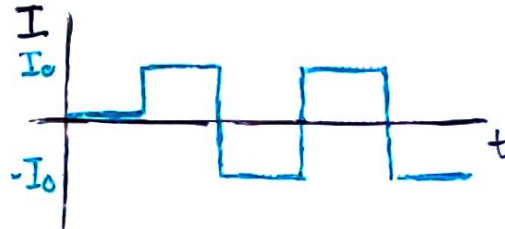
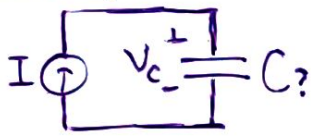


CAPACITIVE TOUCH - SCALING UP



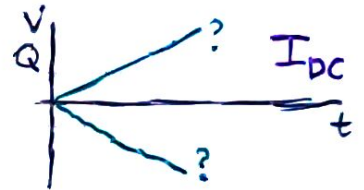
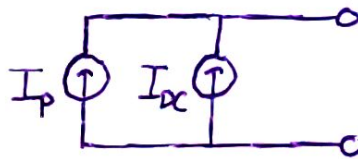
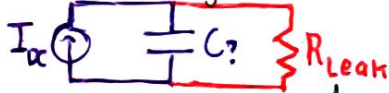
DRIFT



Imperfect Square Wave

$I(t) = I_{SQ\ Perfect}(t) + I_{DC}$

This is just 2 sources!

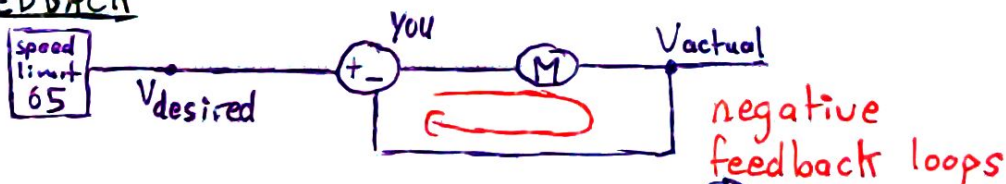


↳ To drain the charge on C?

Transition from time k to $k+1$? $t_1 = kT_{step}$ $t_2 = (k+1)T_{step}$
 $Q_c(k) \rightarrow Q_c(k+1)$? $Q_c(k+1) = Q_c(k) + I_{DC}T_{step} - \frac{V_c}{R_L} \cdot T_{step}$
 make T_{step} small so $V_c(t)$ is ~constant
 $Q \rightarrow V \rightarrow V_c(k+1) = V_c(k) + \underbrace{(I_{DC} - \frac{V_c}{R_L})}_{+\Delta q \quad -\Delta q \approx 0} \cdot T_{step} / C$ w/o extreme R_L

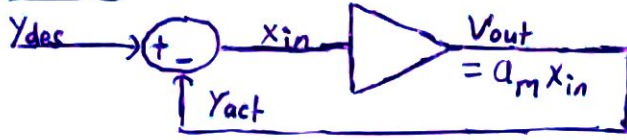
OP-AMPS

FEEDBACK



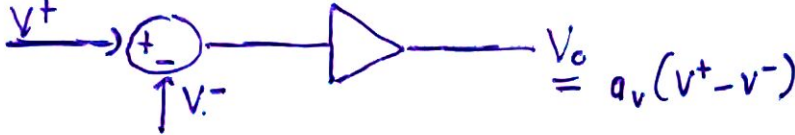
Assume an infinitely powerful Motor to control your speed as accurately as possible.

MODEL

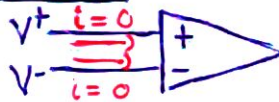


$$Y_{\Delta} = Y_{des} - Y_{act} = 0 \rightarrow a_m \rightarrow \infty$$

OP-AMP



SYMBOL

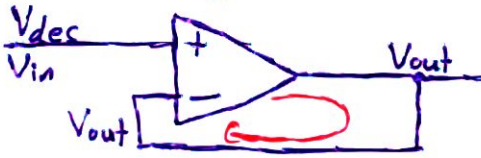


$$V_o = a_v (V^+ - V^-) \quad a_v \rightarrow \infty$$

$V^+ = V^-$ w/ negative feedback

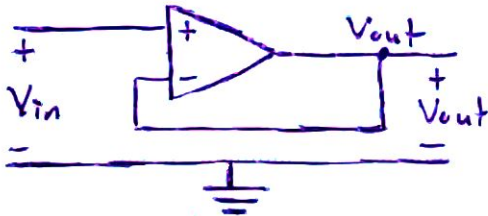
OP-AMP EXAMPLE

ex



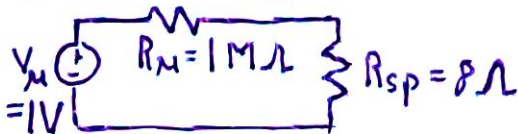
$$\begin{aligned} V^+ &= V^- & V_{in} &= V_{out} \\ V_{out} &= a_v (V_{in} - V_{out}) \\ V_{out} &= \frac{a_v}{a_v + 1} \cdot V_{in} \rightarrow \lim_{a_v \rightarrow \infty} \frac{a_v}{a_v + 1} = 1 \\ V_{out} &= V_{in} \end{aligned}$$

ex



$$V_{in} = V_{out}$$

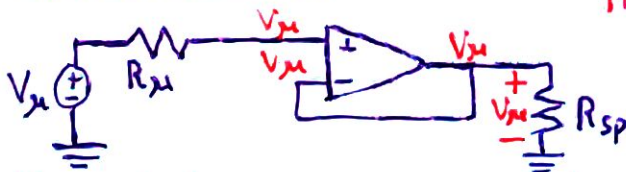
ex Phone & Speaker



$$V_{sp} = V_x \cdot \frac{R_{sp}}{R_{sp} + R_x} \approx 8 \mu V$$

$$P_{sp} = V^2 / R \approx 8 \text{ pW}$$

this will generate no sound!



$$V^+ = V_x - V_{Rx}$$

$$V_{Rx} = i R_x \quad i = 0 \text{ (ideal opamp)}$$

$$V^+ = V_x = V^- = V_{sp}$$

the ideal op-amp can deliver necessary current to the speaker!

