

# ELECTRONICS BASIC

By  
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**Basic definitions**

**Components**

**Ohm's Law**

**LEDs and Transistors**

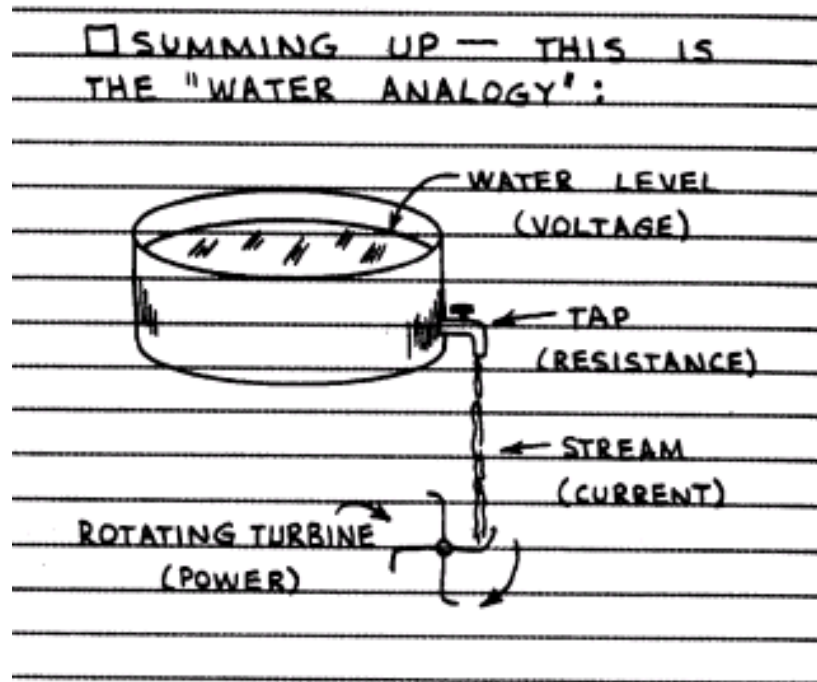
**Additional electronics tutorials**

# Basic Electronics

Current (I): Amount of charge passing a given point per unit time

Voltage (V): Electrical pressure or force. If we compare current to water flowing through a pipe then voltage is the the water pressure.

Resistance (R): Conductors are not perfect. They resist the flow of current.



# Ohm's Law

$$V = I * R !!!!!$$

$$V = I * Z !!!!!$$

# DC

An electrical current can flow in either of two directions. If it flows in only one direction, it is called direct current (DC).

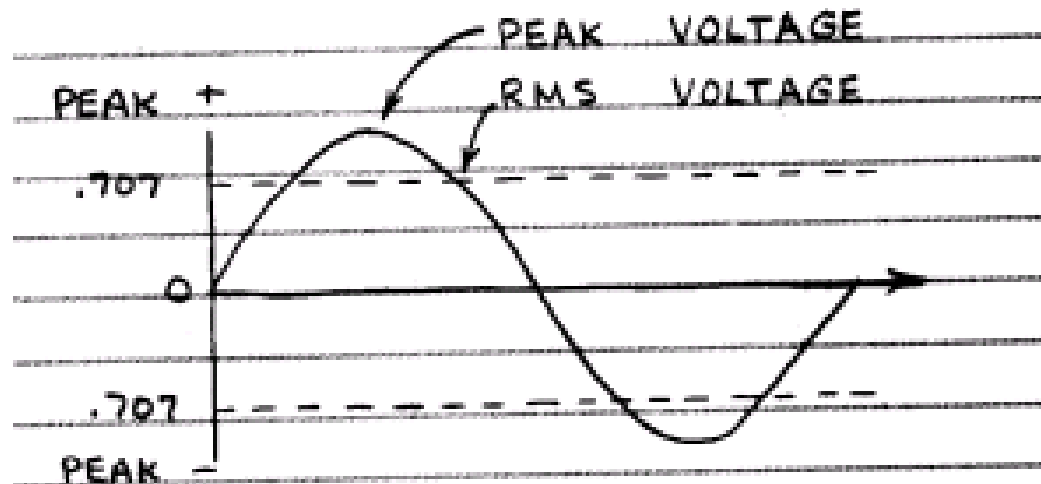
A battery is an example of a **DC voltage** that can supply **DC current**!

Electrical engineers also use the term DC to refer to an average (or constant part of) a voltage or current signal.

# AC

A current which alternates in direction or polarity is called an alternating current (AC).

The current flowing from a wall outlet is an example of an AC current!



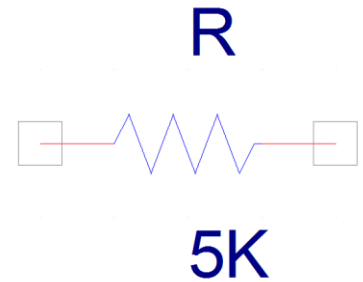
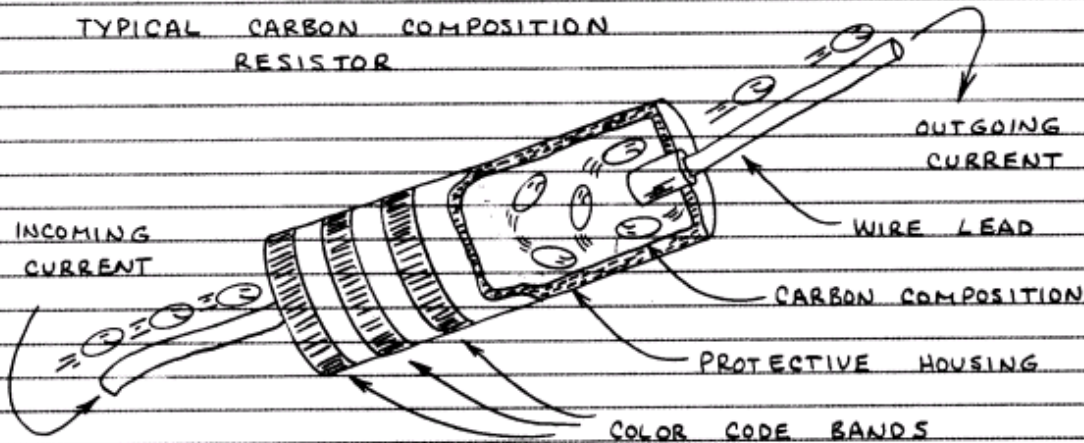
DC voltage, RMS Voltage, Frequency, Period

# Resistors

RESISTORS COME IN DOZENS OF SIZES AND SHAPES BUT THEY ALL DO THE SAME THING: LIMIT\* CURRENT. MORE ABOUT THAT LATER. FIRST, LET'S SEE HOW A TYPICAL RESISTOR IS MADE:

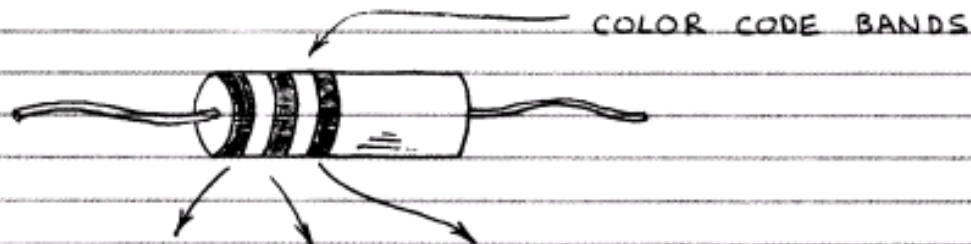
\*OR RESIST

TYPICAL CARBON COMPOSITION RESISTOR



# Resistor Color Code

□ RESISTOR COLOR CODE — SEE THOSE COLOR CODE BANDS ON THE RESISTOR PICTORIAL? IN REAL LIFE THEY'RE KIND OF PRETTY. BUT THEY HAVE A FAR MORE IMPORTANT PURPOSE: THEY INDICATE THE RESISTANCE OF THE RESISTOR THEY DECORATE. HERE'S HOW:



COLOR      1      2      3 (MULTIPLIER)

BLACK	0	0	1
BROWN	1	1	10
RED	2	2	100
ORANGE	3	3	1,000
YELLOW	4	4	10,000
GREEN	5	5	100,000
BLUE	6	6	1,000,000
VIOLET	7	7	10,000,000
GRAY	8	8	100,000,000
WHITE	9	9	(NONE)

NOTE: SOMETIMES THERE'S A FOURTH BAND. IT INDICATES THE TOLERANCE\* OF THE RESISTOR:

GOLD =  $\pm 5\%$   
SILVER =  $\pm 10\%$   
NONE =  $\pm 20\%$

\* OR ACCURACY



# Kirchoff's Voltage Law

There must always be a closed path (or loop) for current to flow!

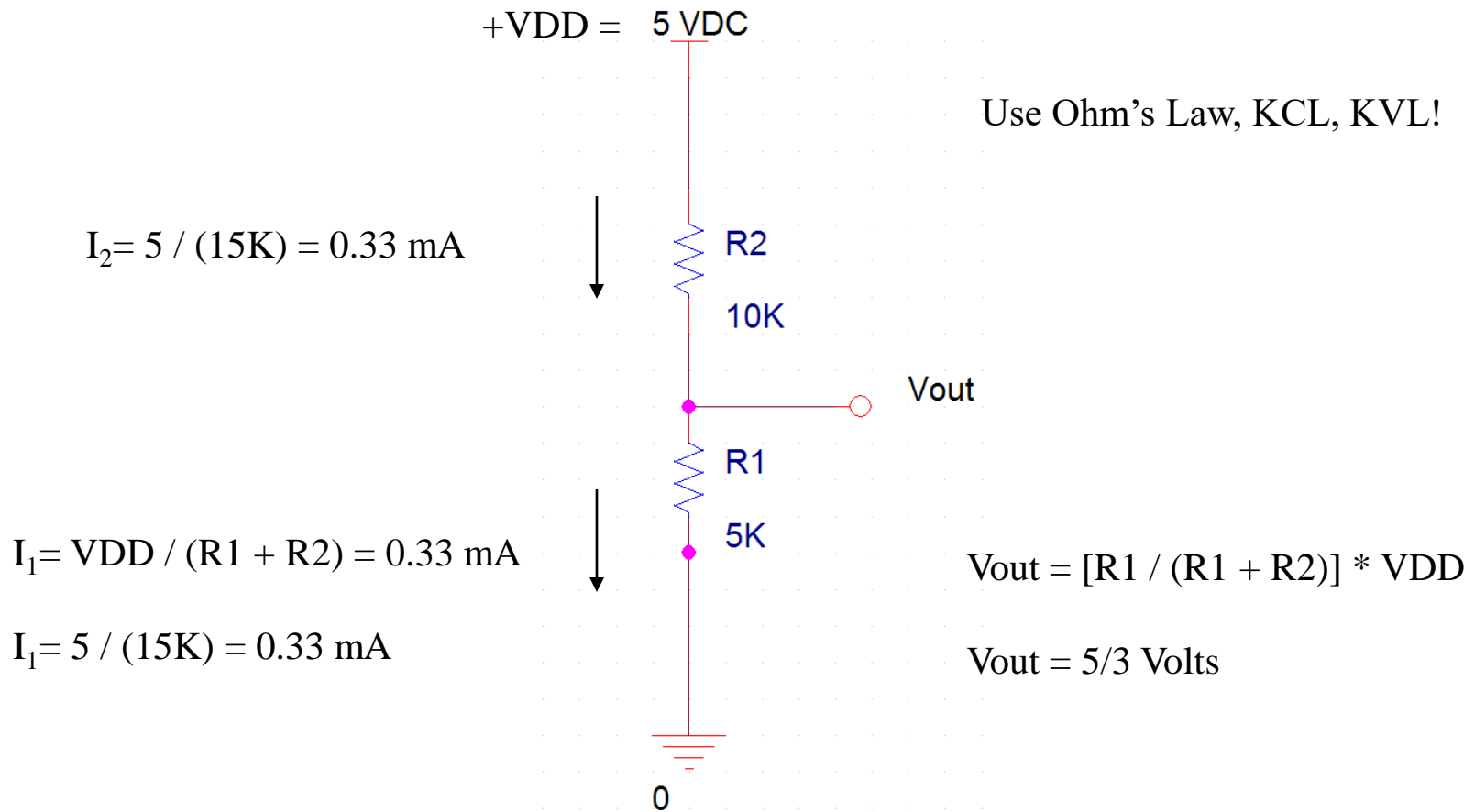
Summation of voltages around any closed loop is 0!

# Kirchoff's Current Law

Summation of currents into a node must equal 0.

Electrons cannot just suddenly appear or disappear!

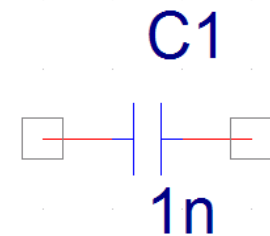
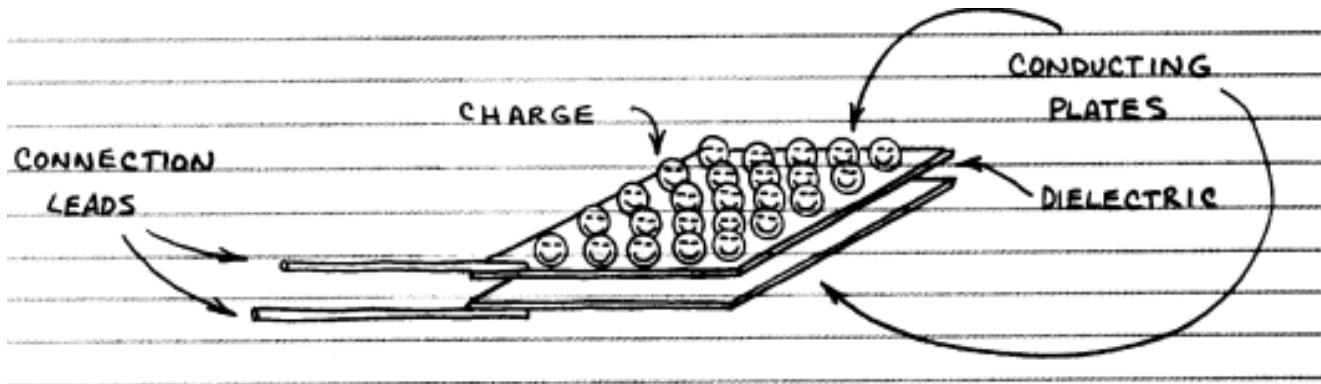
# Voltage Divider



# Capacitors

There are many kinds of capacitors but they all do the same thing: store charge.

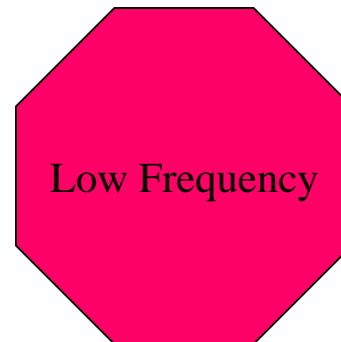
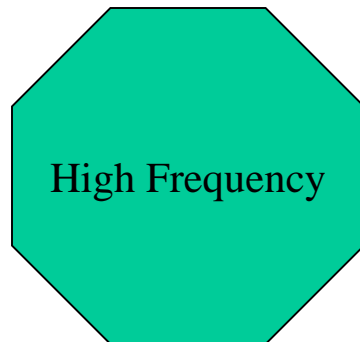
The simplest kind of capacitor is two conductors separated by an insulating material.



# Difference Between R and C

Like resistors, capacitors can impede the flow of current. Unlike resistors, which resist the flow of both DC and AC currents in exactly the same way, capacitors can be used to **COMPLETELY BLOCK** the flow of DC currents.

As the frequency of the alternations associated with the flow of AC currents increases, capacitors impede the flow of current to a lesser degree!



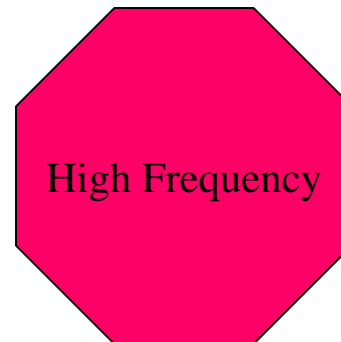
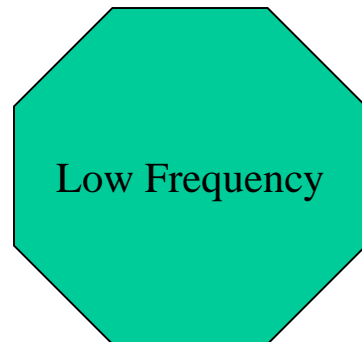
# Inductors (Coils)

Inductors are formed by taking a wire and wrapping it as a coil.

Like resistors, inductors can impede the flow of current.

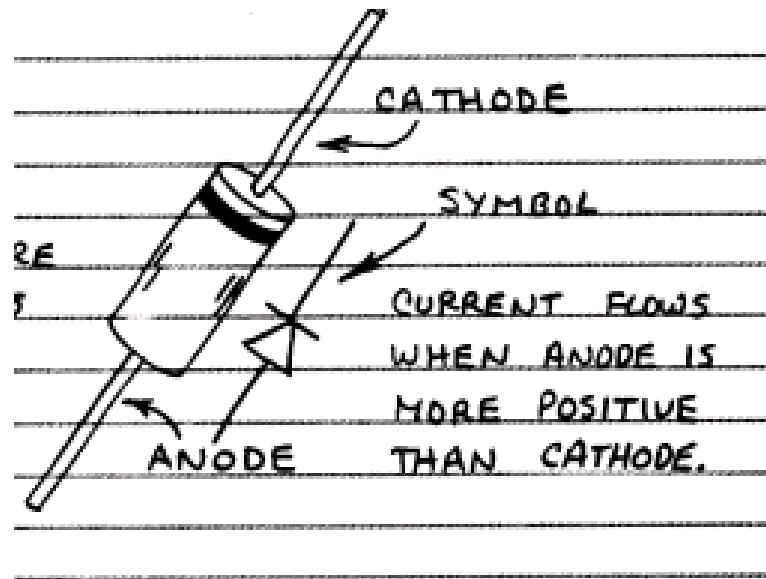
Inductors, however, resist rapid changes in the current flowing through them while freely passing DC currents.

When current is passed through the coil, an electromagnetic field encircles it. The coil can act like a magnet!



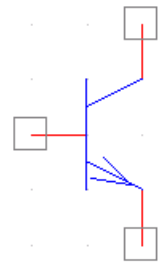
# Diodes

A diode is like an electronic one-way valve. It will allow current to flow in only one direction! Clearly, diodes can be used to convert AC currents to DC!



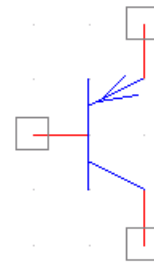
# Transistors

Transistors are three terminal devices. A very small current or voltage at one terminal can control a much larger current flowing between the other two leads.



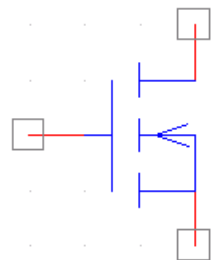
Q2N3904

Q1



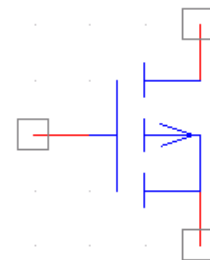
Q2N3906

Q2



IRF150

M1



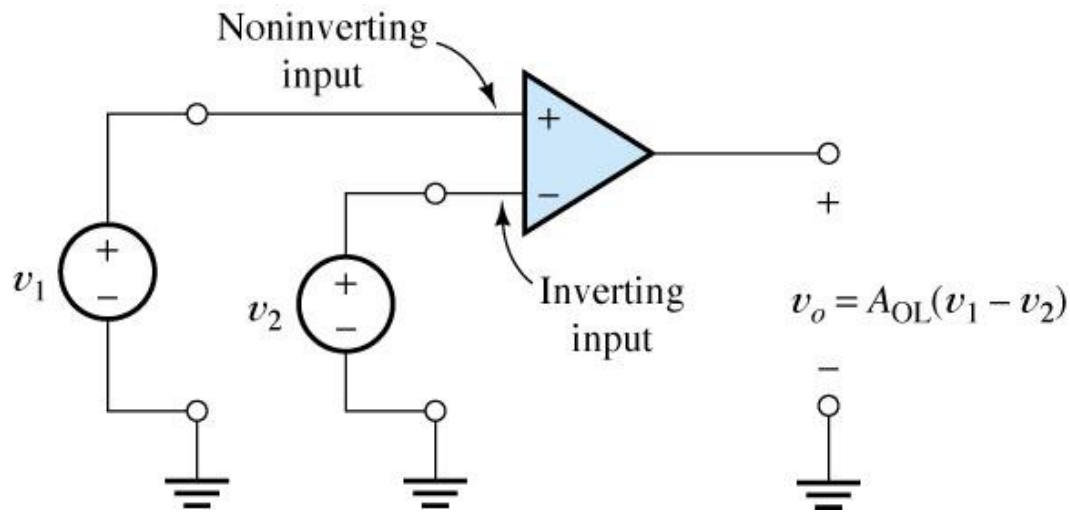
IRF9140

M2



# Operational Amplifier

Operational Amplifiers take small voltages and make them MUCH larger.



**Golden Rules (Op amp with negative feedback):**

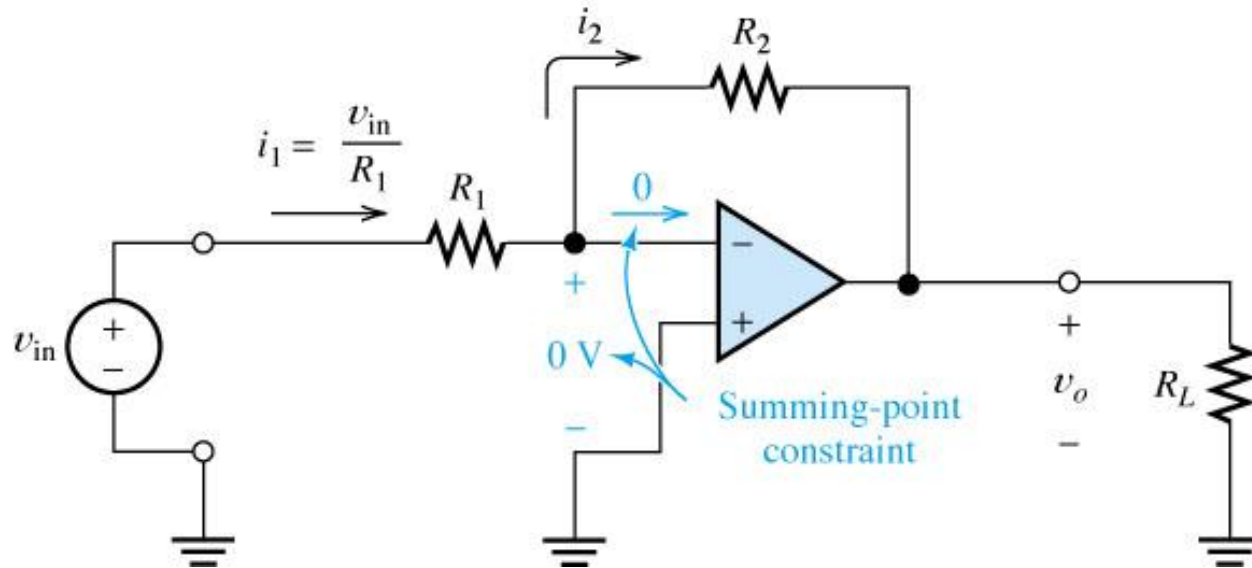
- (1) No-current flows into either (+) or (-) inputs.
- (2) The (+) and (-) inputs are at the same voltage.

# Signal Conditioning

Electrical engineers use operational amplifiers (Op Amps), resistors, capacitors, diodes, transistors, *etc.* to perform mathematical operations like

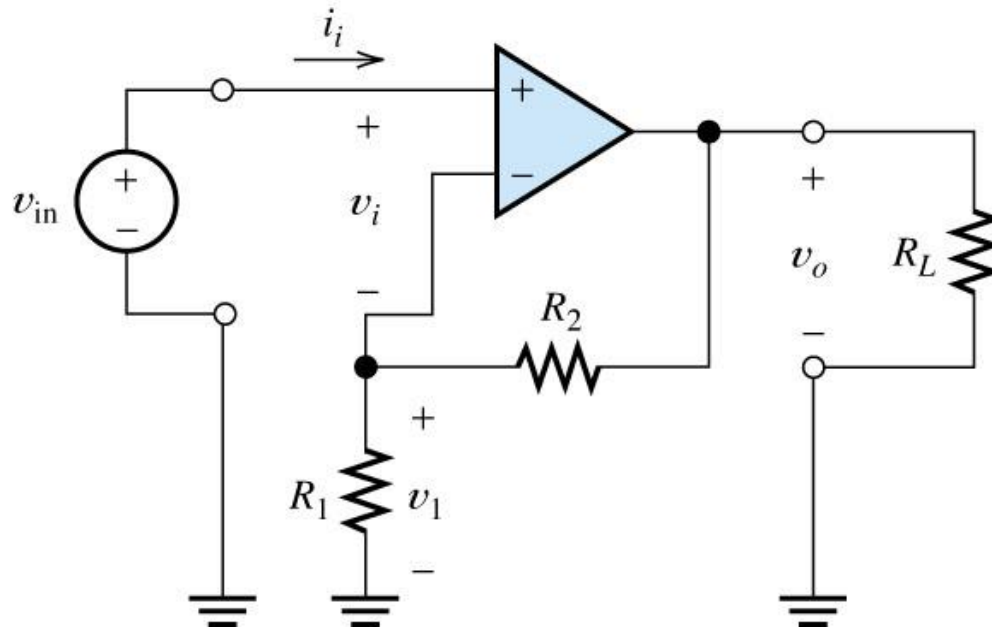
- Multiplication/Division
- Addition/Subtraction
- Absolute Value
- Natural Log
- Filters

# Inverting Gain Amplifier



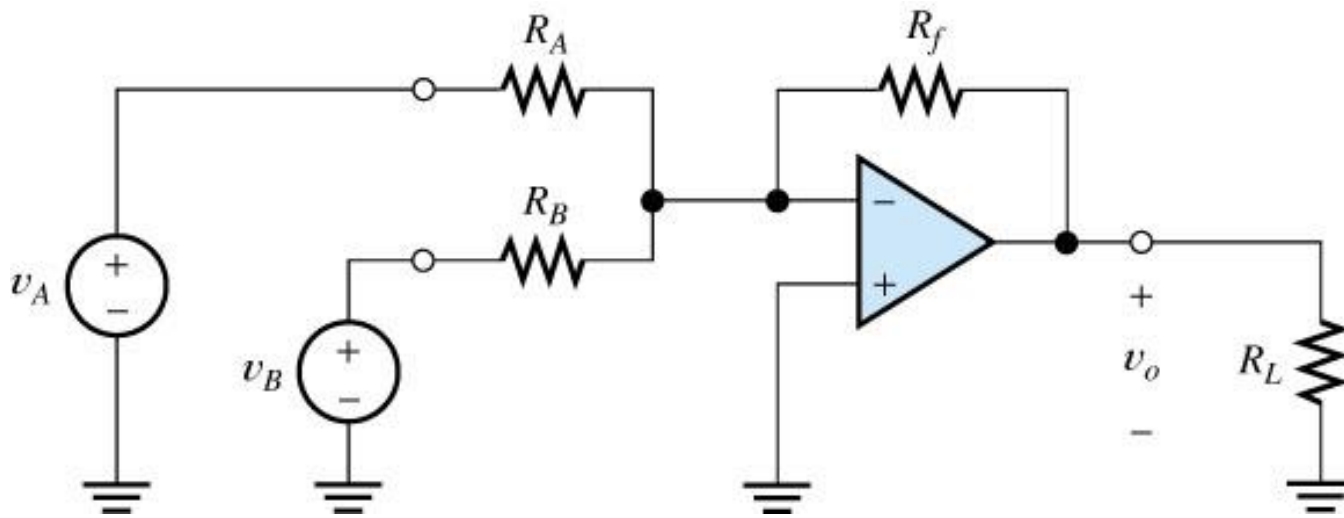
$$\text{Gain} = - R_2 / R_1$$

# Non-Inverting Gain Amplifier

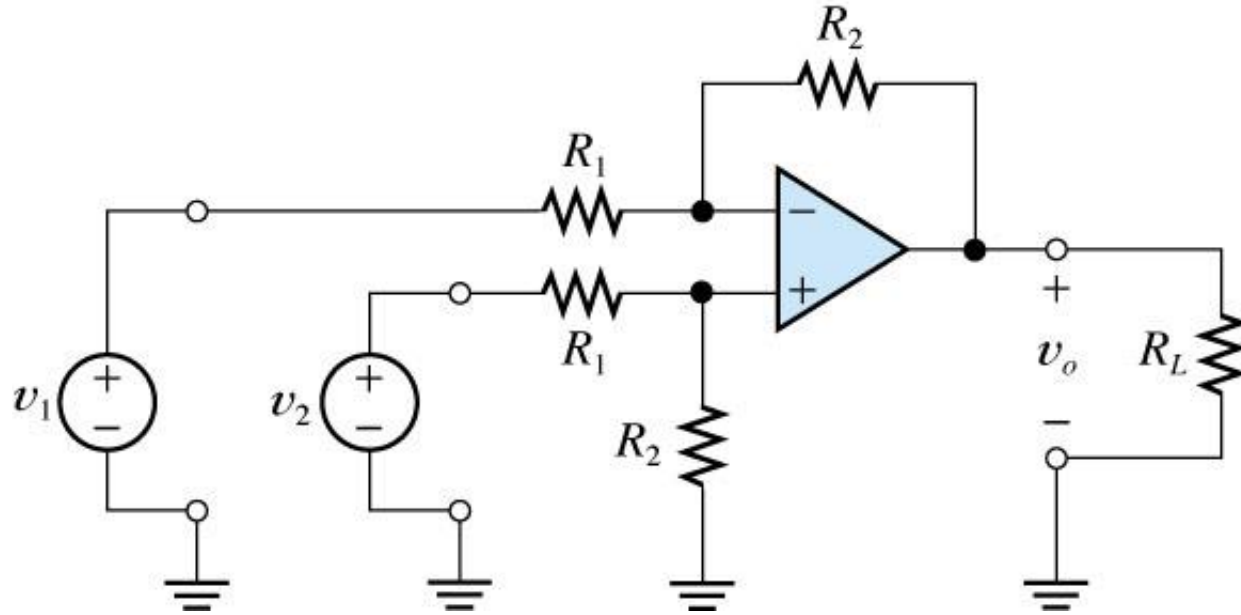


$$\text{Gain} = (1 + R_2 / R_1)$$

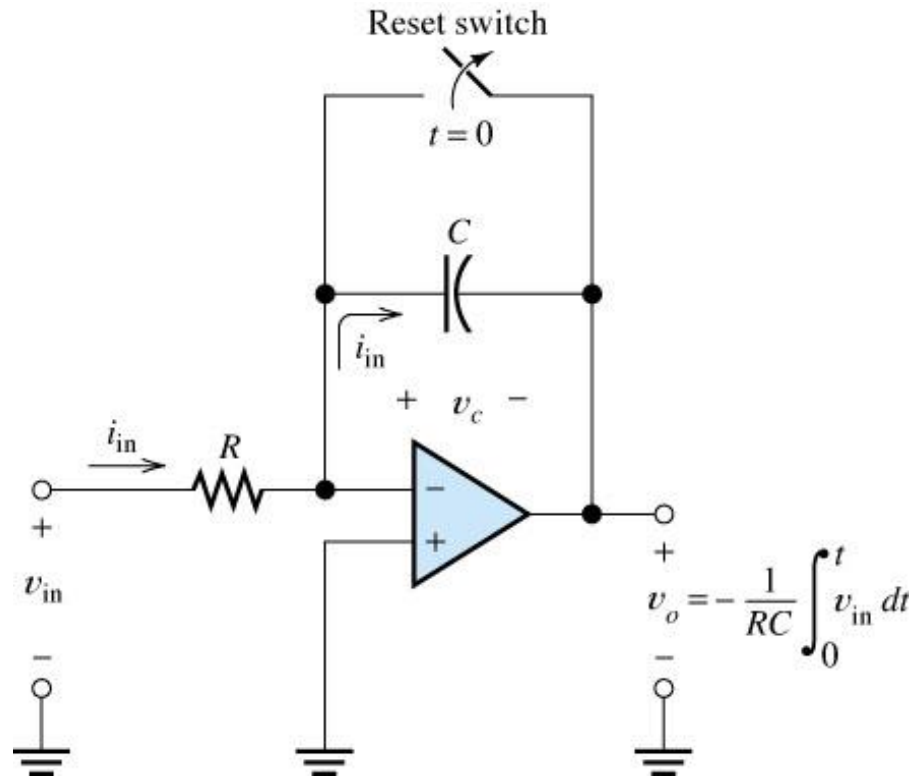
# Summing Amplifier



# Difference Amplifier



# Integrator



# Sensor Fundamentals

How do sensors function?

Common and useful robotic sensors:

- Touch Sensor
- Resistive Position Sensor
- Photocell Light Sensor
- Phototransistor Light Sensor
- Shaft Encoder

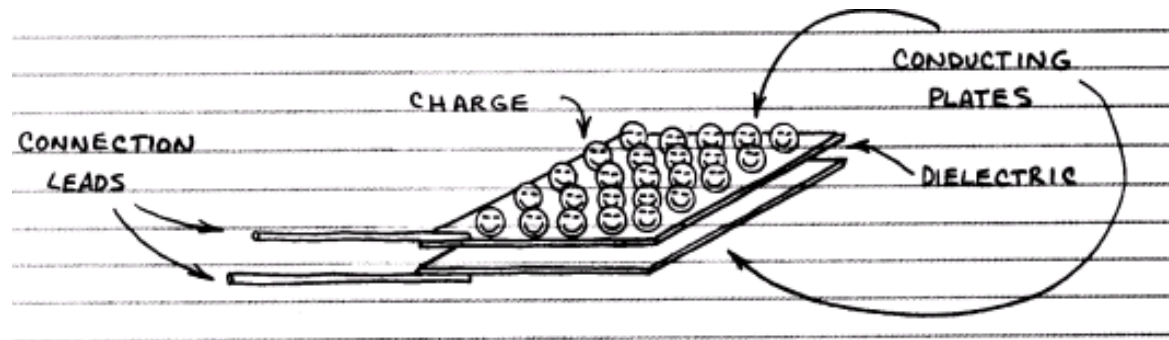


# Transducer

A transducer is a device or structure that transforms a physical quantity into an electrical one or a device / structure that transforms an electrical quantity into a physical one.

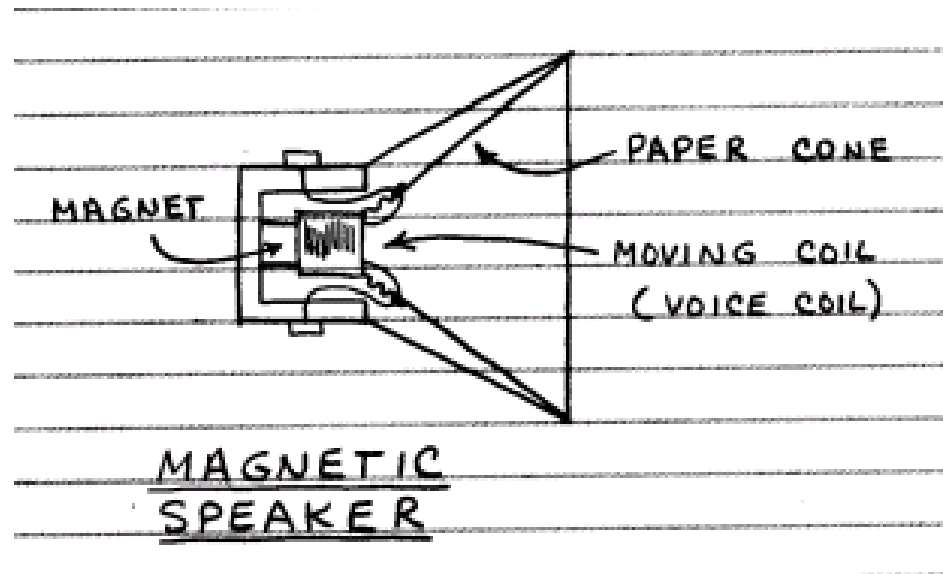
For example: A microphone transforms changes in sound pressure level into changes in voltage.

A condenser microphone is one in which a moving diaphragm alters the distance between two metal plates. This results in a proportional change in the capacitance of the plates.



# Another Transducer Example

A speaker transforms changes in voltage into sound pressure waves.



# Sensor

**We will use the term *sensor* in this class to denote any device used to sense the robot's environment.**

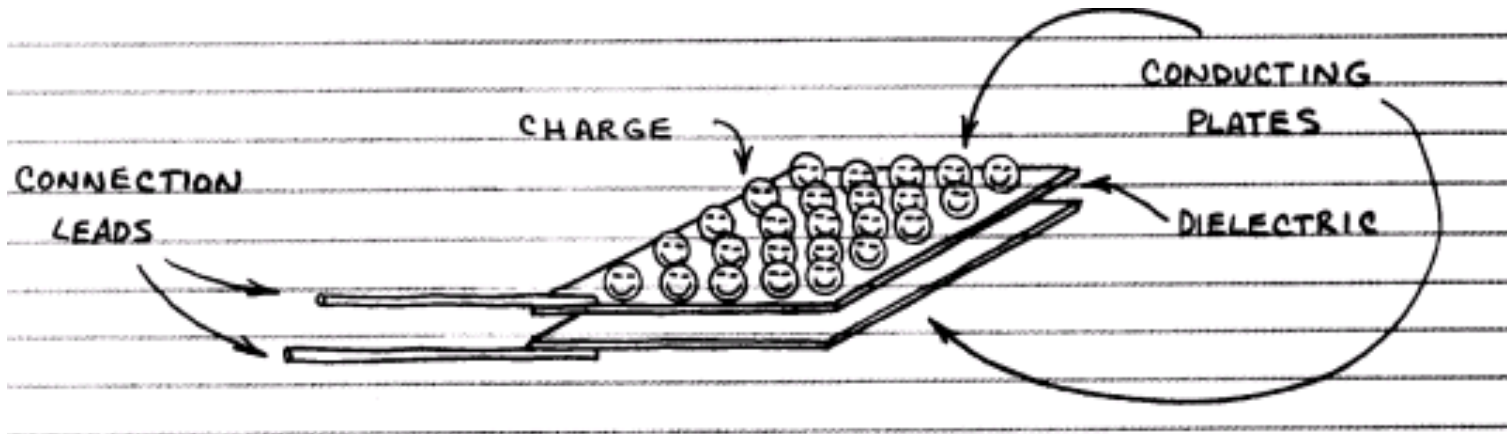
A sensor is the **transducer** and **any associated electronics needed to interface the transducer to the Handy Board.**

For example, even though a microphone converts changes in sound pressure level into changes in voltage, we can not directly connect a microphone to the Handy Board.

The voltage levels are **TOO SMALL**. The microphone output must first be amplified and perhaps filtered!

## Other Examples Where Capacitive Transducers Are Used

- Accelerometer
- Fluid Level Sensor



# Handy Board Reference

## IC 4.2 Handy Board (w/expansion) Library Functions Summary

### Time Management Functions

```
float seconds()
void sleep(float secs)
void msleep(long msec)
void reset_system_time()
```

### Encoder Functions

```
void enable_encoder(int i)
void disable_encoder(int i)
void reset_encoder(int i)
int read_encoder(int i)
```

### Display Function

```
void printf(char[], ...)
```

### Motor Functions

```
void fd(int mot)
void bk(int mot)
void off(int mot)
void alloff()
void ao()
void motor(int mot,
            int pow)
void _set_motor(
            int mot,
            int dir, int pow)
```

### Process Management Functions

```
int start_process(<function>)
void defer()
void kill_process(int pid)
void hog_processor()
void _system_pwm_on()
void _system_pwm_off()
void _system_print_on()
```

### Sound Functions

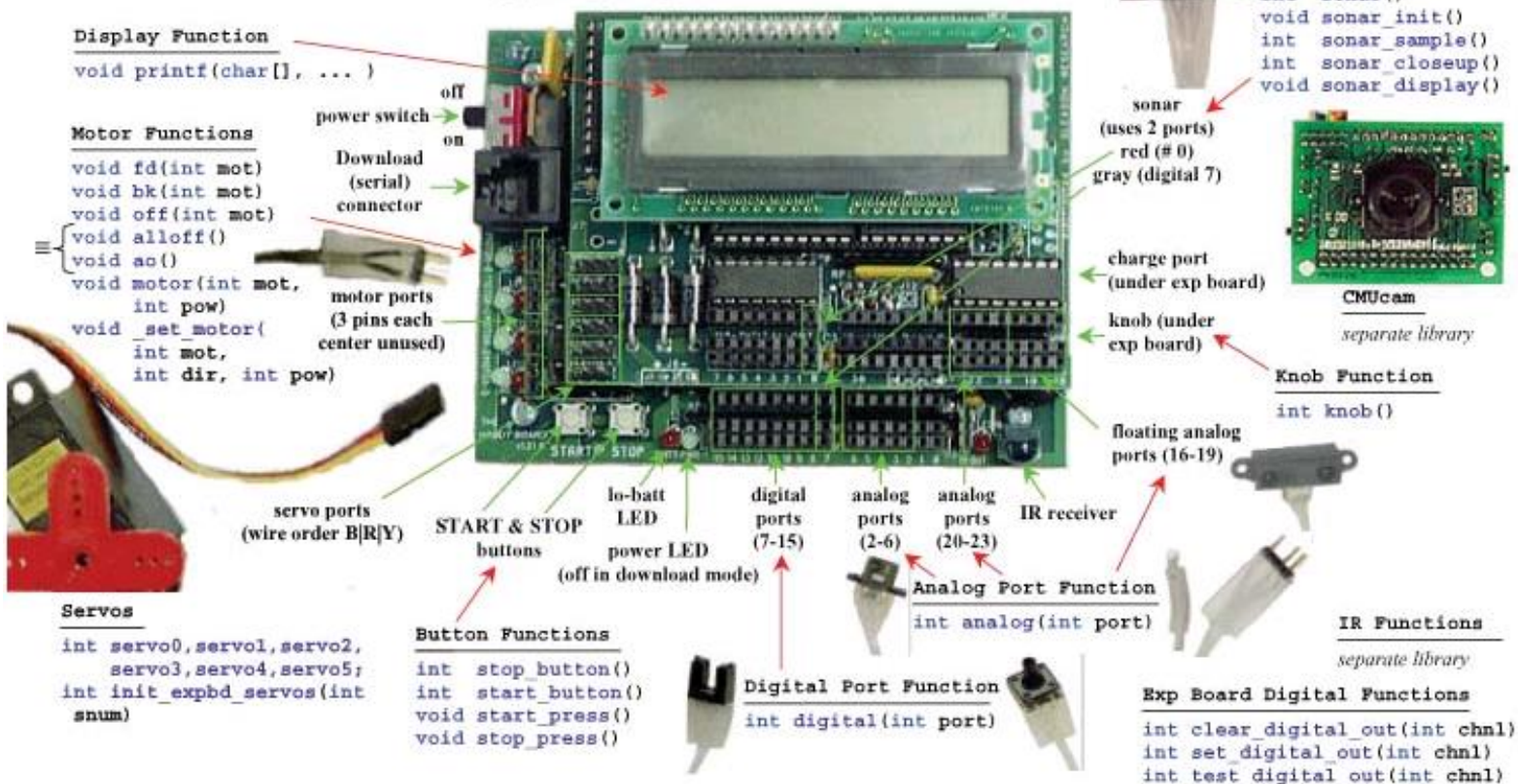
```
void beep()
void tone(float frequency,
           float length)
void beeper_on()
void beeper_off()
void set_beeper_pitch(
           float frequency)
```

### Math Functions

```
float atan(float angle)
float cos(float angle)
float exp(float num)
float exp10(float num)
float log(float num)
float log10(float num)
float sin(float angle)
float sqrt(float num)
float tan(float angle)
int random(int mod)
```

### Sonar Functions

```
int sonar()
void sonar_init()
int sonar_sample()
int sonar_closeup()
void sonar_display()
```



### Servos

```
int servo0, servo1, servo2,
    servo3, servo4, servo5;
int init_expbd_servos(int
    snum)
```

### Button Functions

```
int stop_button()
int start_button()
void start_press()
void stop_press()
```

Digital Port Function  
int digital(int port)

Analog Port Function  
int analog(int port)

### Knob Function

```
int knob()
```

### IR Functions

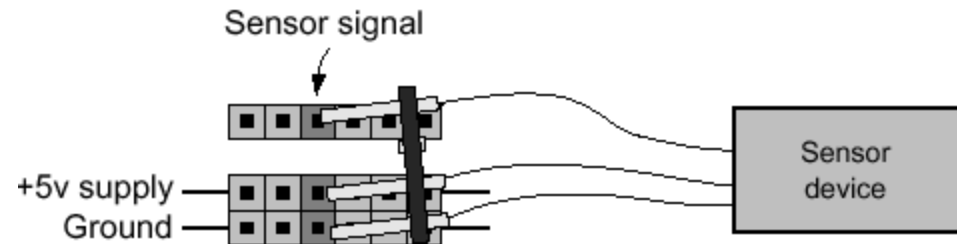
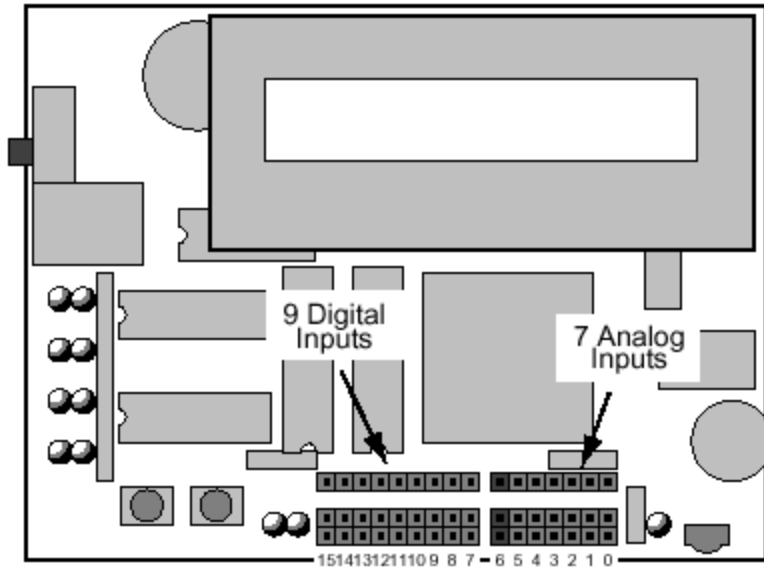
separate library

### Exp Board Digital Functions

```
int clear_digital_out(int chnl)
int set_digital_out(int chnl)
int test_digital_out(int chnl)
```

# Interfacing

## Handy Board's Sensor Input Banks



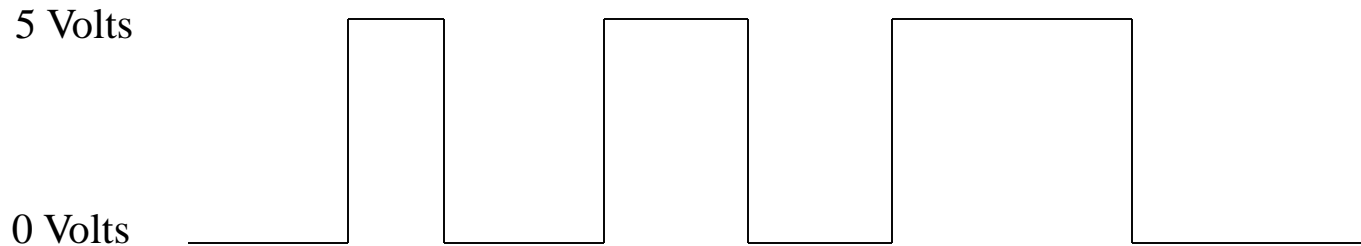
Each sensor ports provides three signals to the sensor:

- **+5v power** - middle row
- **Ground** - lower row
- **Sensor signal line** - upper row

# Digital Signals

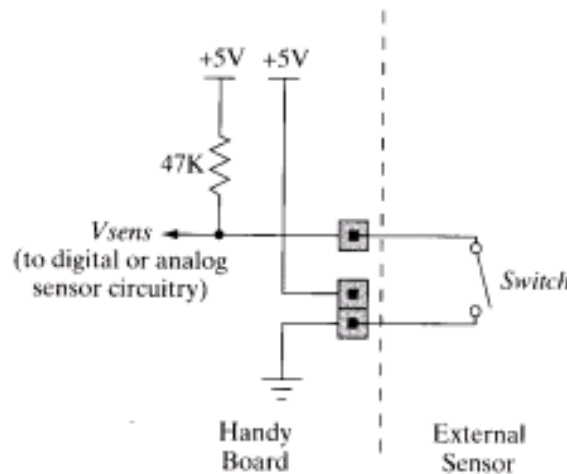
A digital signal can take on only one of two voltages: 0 Volts and 5 Volts.

The Handy Board treats 0 Volts as logical **TRUE** and the 5 Volt signal as logical **FALSE**.

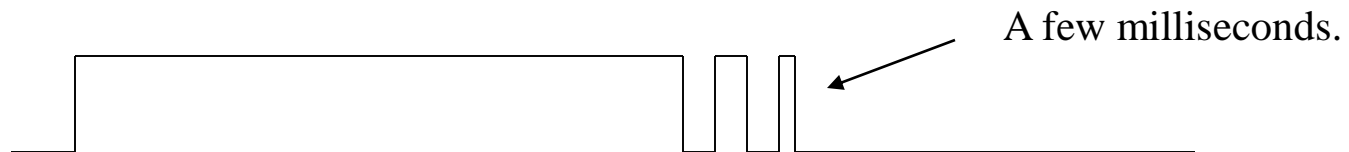


# A Simple Touch Sensor (Digital)

Mechanical switches permit or interrupt the flow of current.

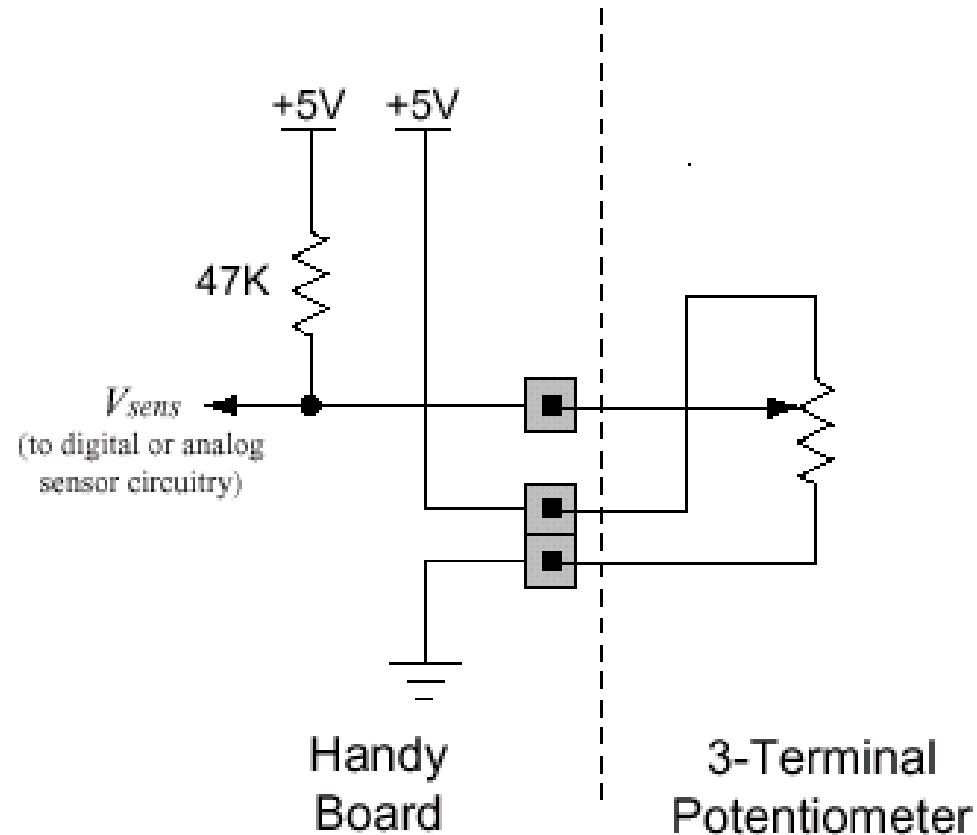


**WARNING: Mechanical switches BOUNCE!!!!**



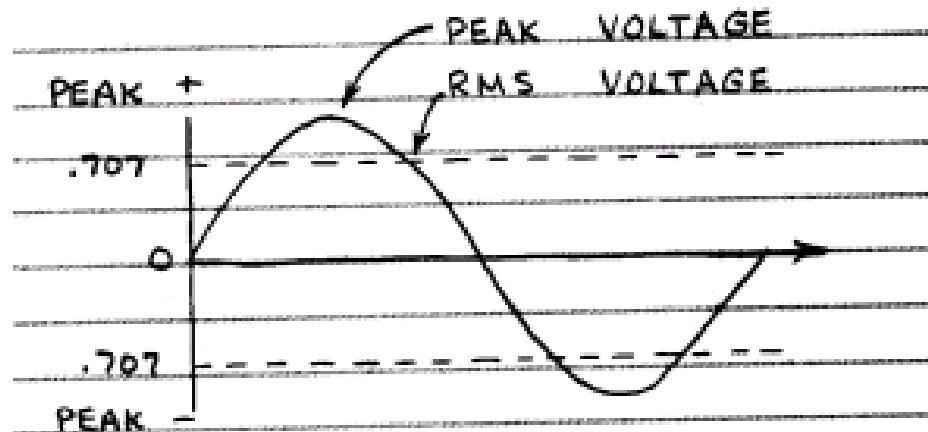


# Simple Position Sensor (Analog)

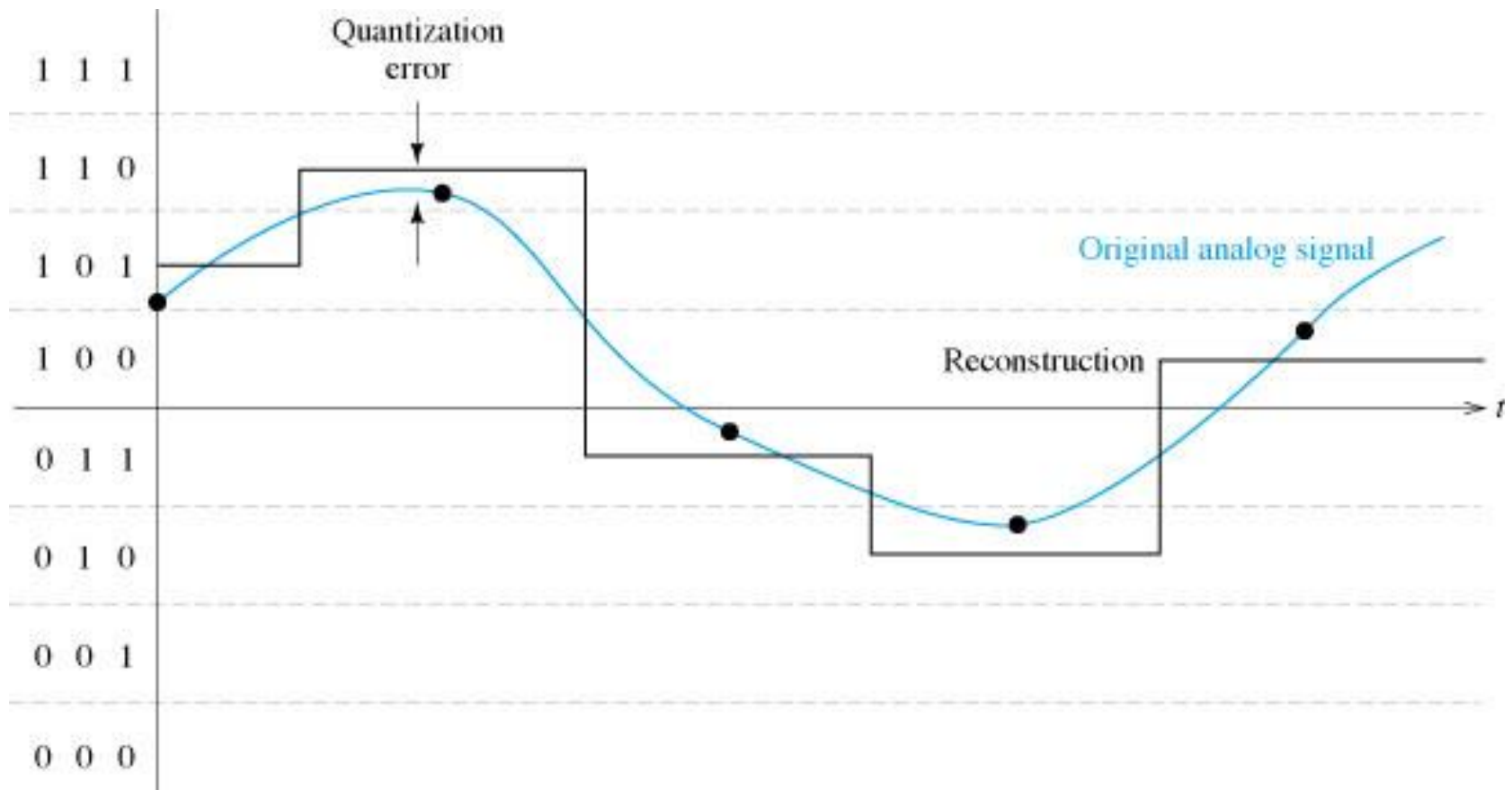


# Analog Signals

An analog voltage can take on *any* value between 0 and 5 Volts. An Analog-to-Digital Converter (ADC) within the Handy Board will, however, will **quantize** the analog signal. The HandyBoard ADC is 8 bits wide.

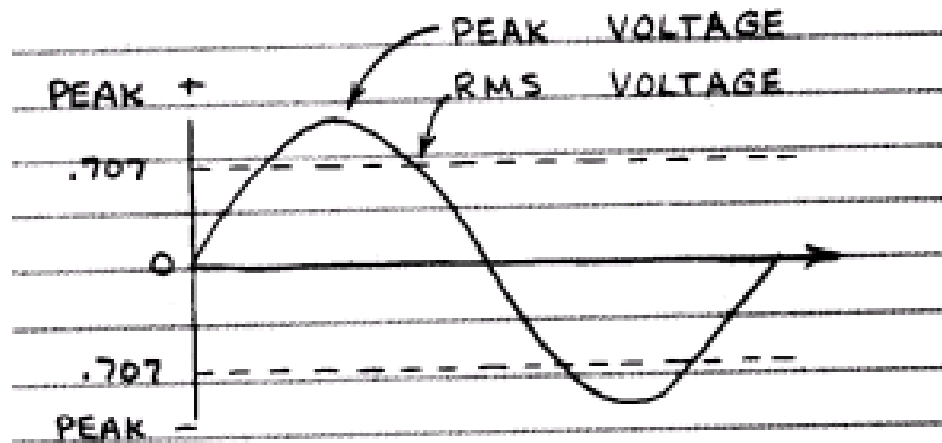


# Quantization



# Sampling Theorem

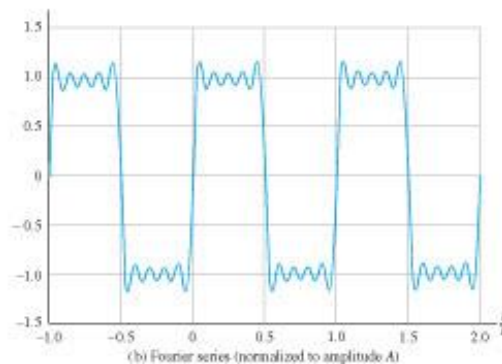
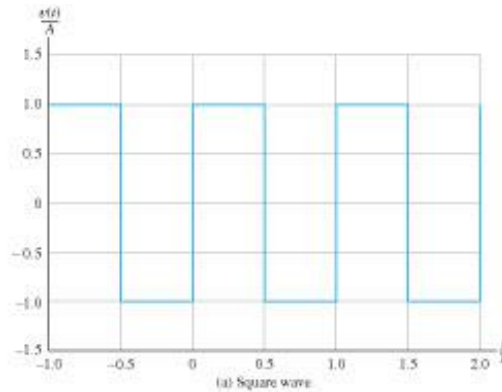
In order to avoid a non-linear phenomenon known as *aliasing*, an electrical signal must be sampled at a rate of at least TWICE the highest frequency component present in the signal.



$$F_s \geq 2 * F_h$$

# Complex Signals

Complex signals (like square waves) are actually linear combinations of sinusoids.



# Bandlimiting

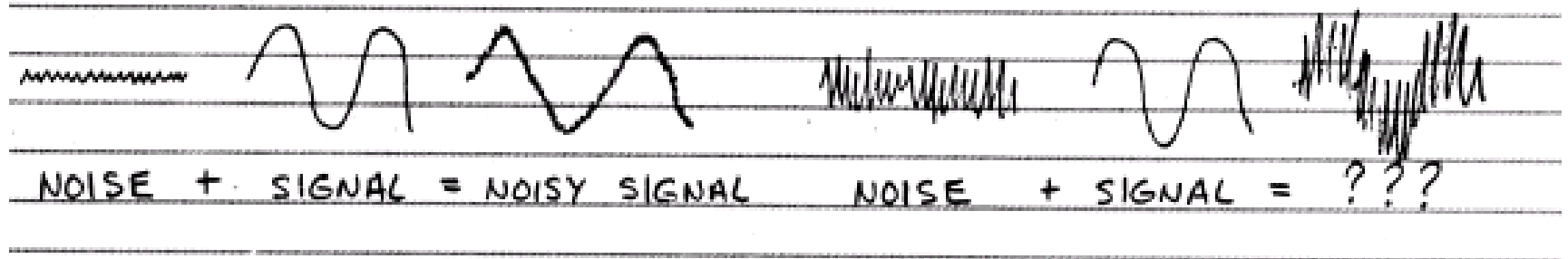
Once a sampling rate has been determined, the input must be *bandlimited*. This means that the incoming electrical signal is **filtered** so that all frequency components above one-half the sampling frequency are removed!

Filtering not only prevents aliasing but also can be used to remove unwanted **noise**.

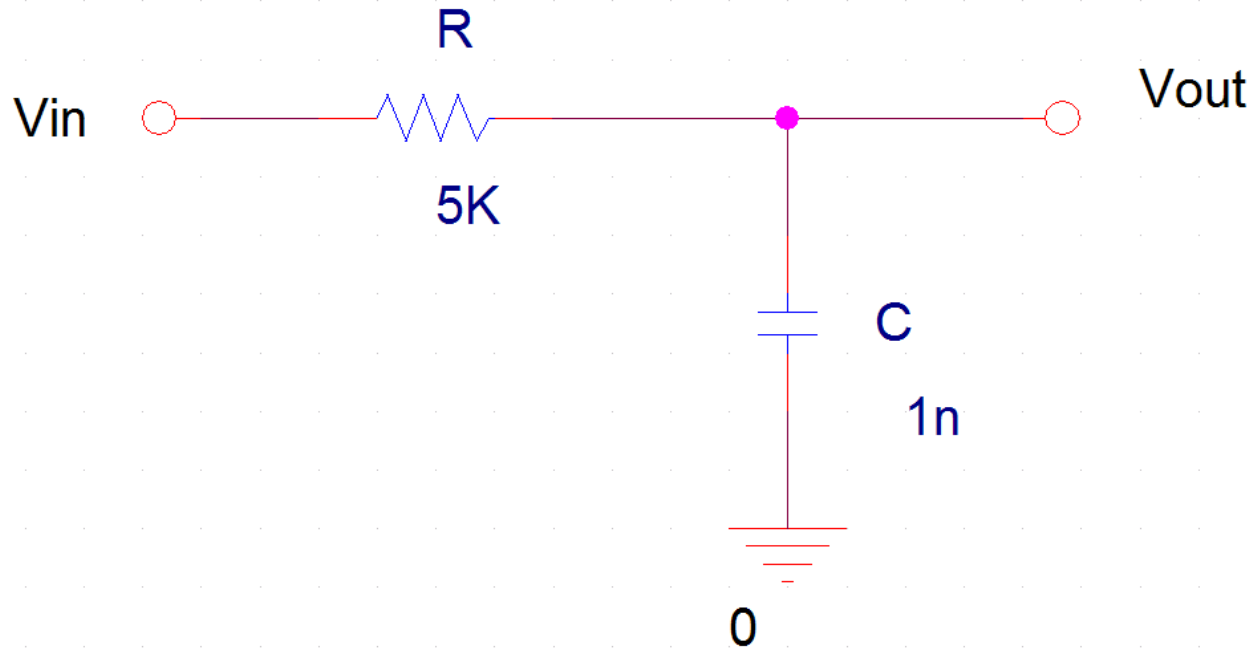
# Noise

Filtering not only prevents aliasing but also can be used to remove noise.

All electronics circuits generate small, random electrical currents or voltages. Noise can also enter electronic circuits by means of electromagnetic waves generated by things such as electric motors, radio stations, electric outlets. The HandyBoard digital circuits also serve as a noise source which may corrupt your sensor signals.



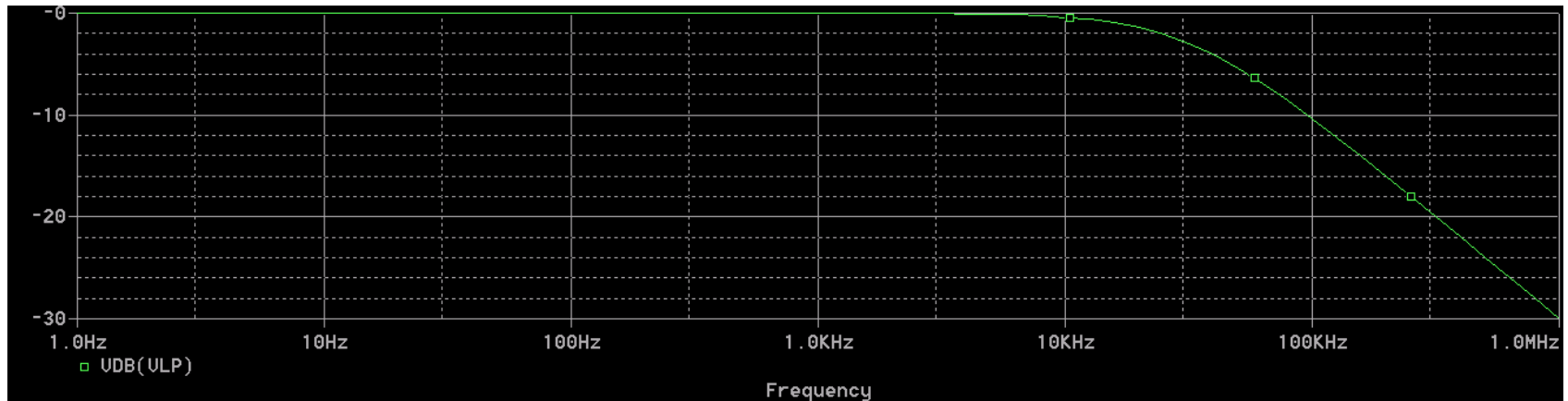
# Passive, RC, Lowpass Filter



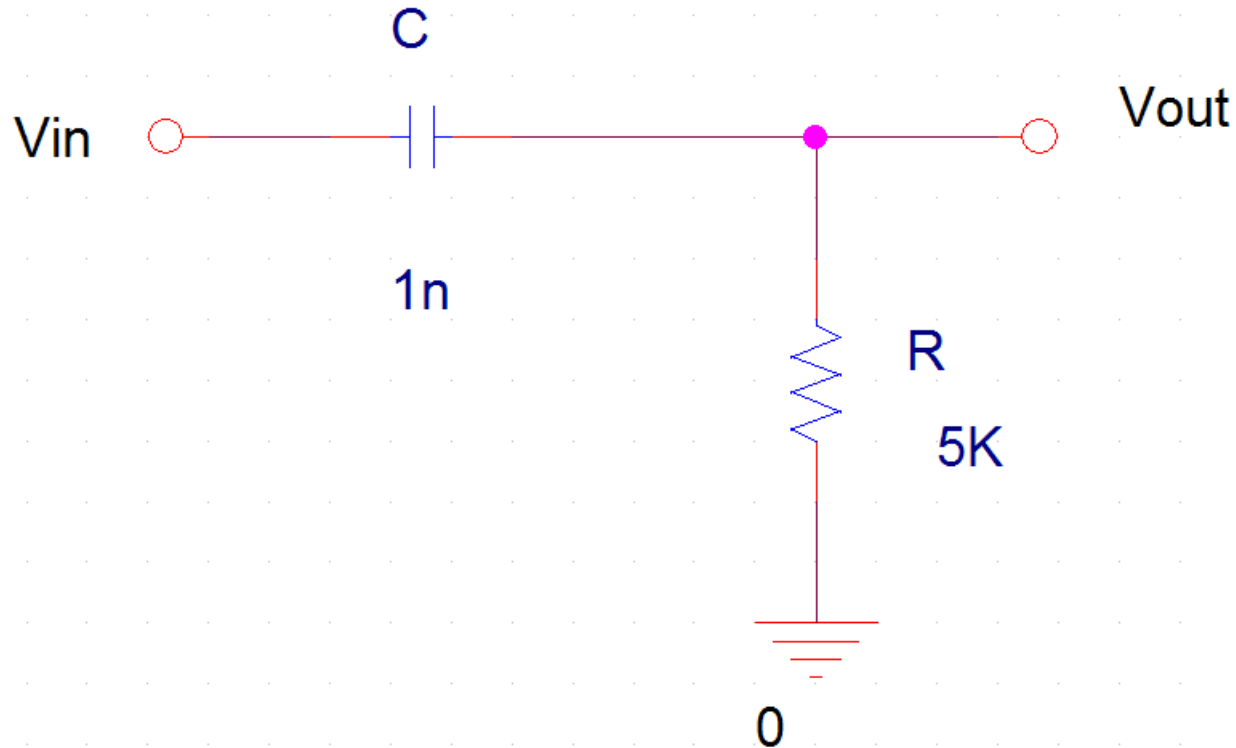
$$f_{3dB} = 1 / (2\pi RC)$$



# Lowpass Filter Simulation



# Passive, RC, Highpass Filter



$$f_{3dB} = 1 / (2\pi RC)$$

# Highpass Filter Simulation

