

IMGD 3xxx - HCI for Real, Virtual, and Teleoperated Environments: Electricity

by Robert W. Lindeman gogo@wpi.edu



Overview

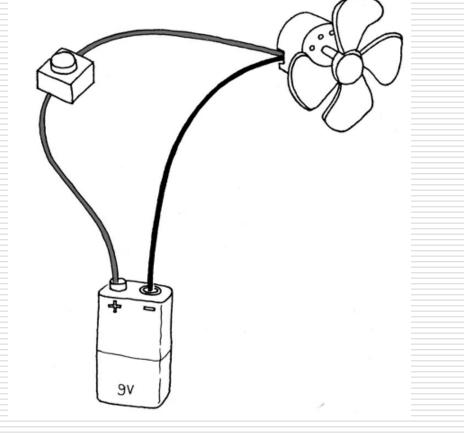
- □ So you've built some circuits, made some stuff blink, read values from devices, etc.
- Do you understand a little better what's going on with all this ECE stuff?
- Since almost none of you have any ECE background, how can I expect you to do this stuff?!?!??!
- Let's see what we know...



Simple Current Flow

- Parts of the system
 - Power source
 - Output device
 Motor
 - Switch
 - Conduits
- What if you switch

the **polarity**?

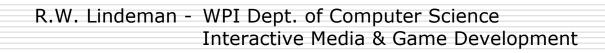


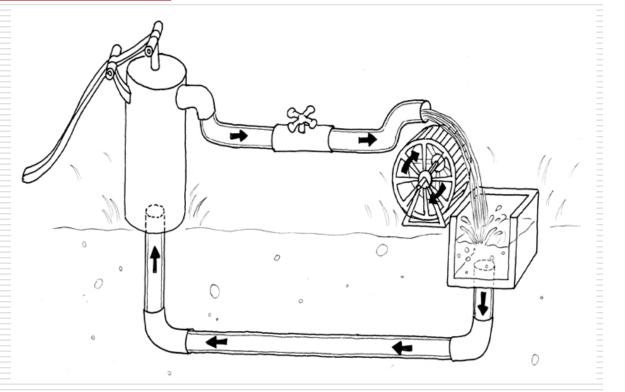
R.W. Lindeman - WPI Dept. of Computer Science Interactive Media & Game Development



Water Analogy

- Water source and pump
 Battery
- □Tap ■ Switch
- Water wheel
 Motor
- Open tap, water drives the wheel





Water Analogy: Important Points

- Two factors
 Water Pressure
 Flow rate
- Governed by
 the power of the pump
 - Size of the pipe/friction of wheel
- Larger pipe + stronger pressure = faster spin

0

Water Analogy: More Detail

- Larger pipes = less resistance
 - After some point, need more pressure to fill the pipe
- At some point, the wheel will breakdown
 too much pressure!
- Some of the energy will come out as heat (from the wheel axel) or something else
 Same in ECE

0

Making the Connection to ECE

- Pressure is produced by the pump
- □ Resistance produced by pipes
- Resistance produced by wheel
- □The flow rate (e.g., liters/second)
- □In ECE:
 - Power source (battery, wall wart) is the pump
 - Wires are the pipes
 - Devices are the wheel
 - Current is the flow rate

Making the Connection to ECE

- A 9V battery is a pump (9V of pressure)
 Unit is Volts (V) named after the inventor of the battery
- Flow rate is called *current*, and is measured in amperes or *Amps (A)* After André-Marie Ampère
- Higher voltage (pressure) lets you spin the wheel faster
- Higher flow rate (current) lets you spin a larger wheel

Making the Connection to ECE

- Resistance opposing the flow of current over any path is called *resistance*, and is measured in *Ohms (Ω)* After German physicist Georg Ohm
- This guy also gave us an important law
 Ohm's Law describes the relationship between current, voltage, and resistance.
 - The resistance in a circuit will determine the amount of current that will flow through it, given a certain voltage supply.



Ohm's Law

- If I measure the current from a 9V battery plugged into a simple circuit, the current will drop if I add more resistance.
- Formally stated:
 - R (resistance) = V (voltage) / I (current) V = R * I
 - I = V / R



Watts (W)

- Rate of energy conversion
- Work is done at a rate of one watt when one ampere flows through a potential difference of one volt
 - 1W = 1V * 1A
- □ A 100 W bulb burning for 1 hour would consume 1 watt-hour (W-h)
- □ A 40 W bulb could burn for 2.5 hours and consume the same energy (1 W-h)



More Terms

- □ Capacitance
 - The ability for a body to hold a charge
 - Used for
 - Temporary power storage (UPS, laptops)
 - Smoothing a power signal
- Transistor
 - Solid-state electronic switch
- MOSFET
 - Metal-Oxide-Semiconductor Field-Effect Transistor
 - When a Voltage is present one a specific pin, current flows between the other two pins
 - Used to amplify or switch electronic signals
- Relay
 - Electrically operated switch
 - Current creates a magnetic field which "throws" the switch



Varying the Output

- We've seen how easy it is to turn things ON and OFF
 - But this quickly becomes too limiting!
- Given Ohm's Law, how can we change the brightness of an LED?
 Increase the resistance
 - □ Maybe with a resistor ladder
- How else?
 Quickly blink it ON and OFF

Pulse-Width Modulation (PWM)

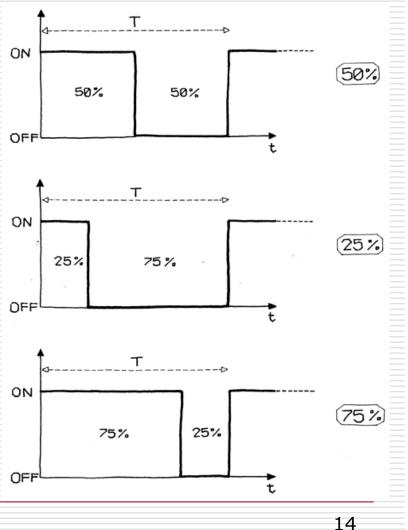
- Vary the percentage of time over a given period that an output is HIGH (or LOW)
 This is how traditional
 - dimmer switches work

Period

Total time for the signal

 Duty Cycle
 Percentage of the period the signal is HIGH

R.W. Lindeman - WPI Dept. of Computer Science Interactive Media & Game Development





Persistence of Vision

Human eye won't notice down to a certain point

http://hackedgadgets.com/2008/11/05/arduino-rotating-leddisplay/



Further Reading

<u>http://antonine-</u>

education.co.uk/electronics_as.htm

R.W. Lindeman - WPI Dept. of Computer Science Interactive Media & Game Development