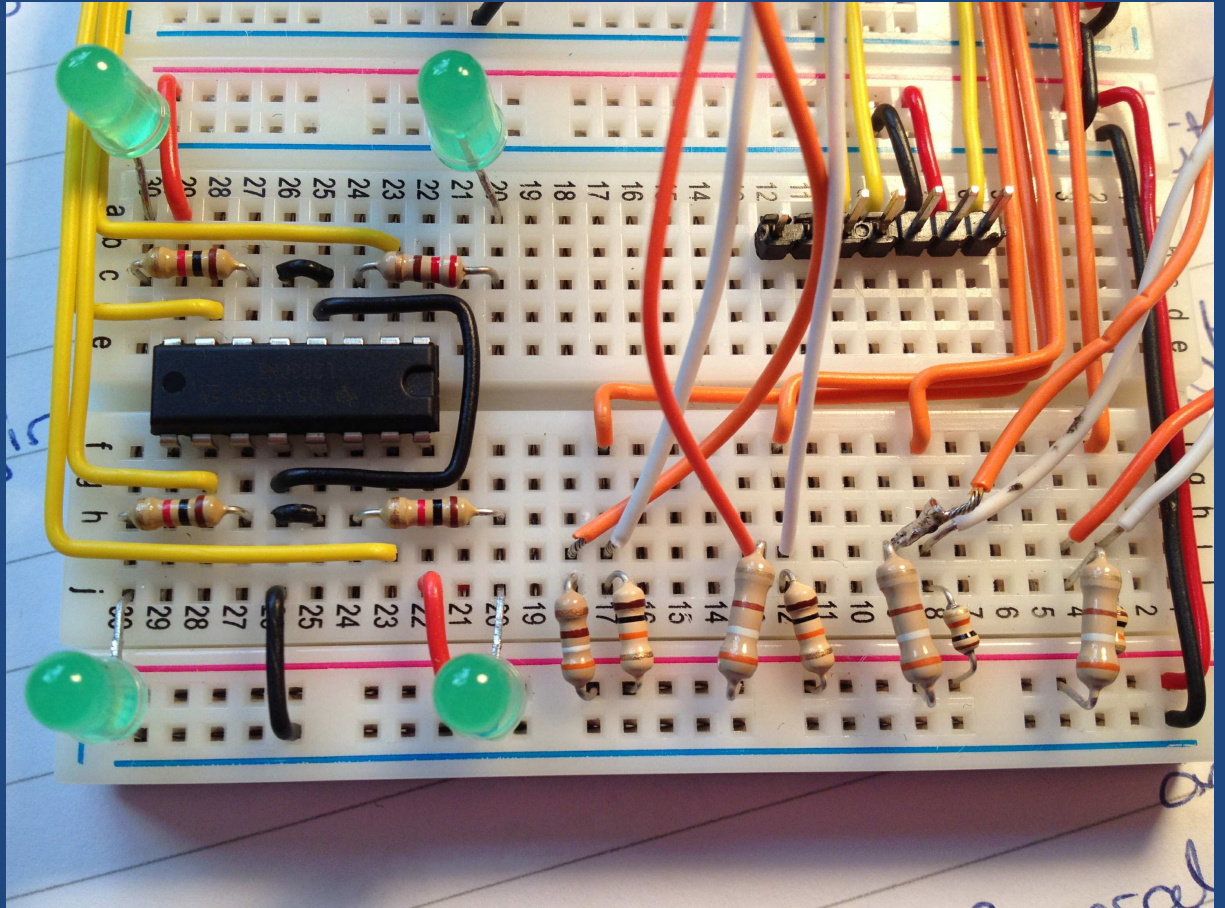


# Intro to Electronics

(For us software people)



# Topics

- What grade 9 physics do I need to remember?  
=  $V$ ,  $A$ ,  $\Omega$
- Connecting wires into **circuits**
- What **components** go into our circuits?
- How (*not to*) **fry your board!**

# Basic Theory

# Voltage

- Voltage

..

- It is the..

- We use only direct current (DC) voltages in our electronics.

Voltage	
Symbol	V
Units	Volts [V]
Our Usual Range	0V to +3.3V

# Current

- (Conventional) Current
  - ..
  - Current flow is driven by voltage.
- Current flows from higher voltage to lower voltage (from + to -)

Note: electrons actually flow opposite direction: - to +; It was discovered later that electrons have negative charge

Current	
Symbol	<b>I</b>
Units	Amps [A]
Our Usual Range	1A powers BBG; GPIO ~3mA

# Resistance

- Resistance

..

- Resistance defined as  $V / I$   
(inferred from the resistance the current sees across a voltage)



I am engineer of Borg;  
<1 Ohms Resistance  
is Futile

## Resistance

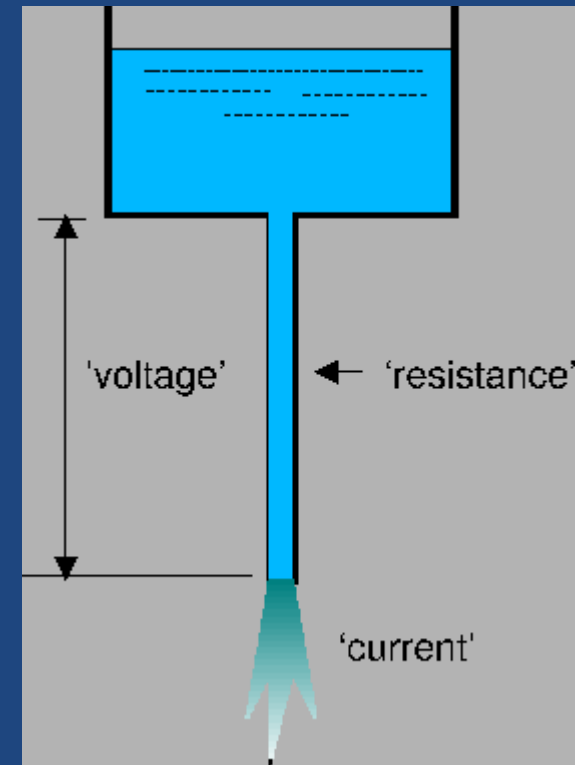
Symbol	R
Units	Ohms [ $\Omega$ ]
Our Usual Range	100 $\Omega$ to 10,000 $\Omega$

# Pipe Analogy

- **Water tank draining water through pipe**
  - **Voltage:** height (higher is higher potential)
  - **Current:** amount of water flow
  - **Resistance:** size of pipe (bigger pipe gives less resistance)
- **Relationship** (Ohm's law)

$$V = I * R$$

$$V / R = I$$



# Ohm's Law Examples: $V=IR$

- 1) 1V across  $1\Omega$ ; find **current**
- 2) 5V across a  $1k\Omega$  resistor; find **current**
- 3) 2A through  $10\Omega$ ; find **voltage**
- 4) 3.3V through  $0\Omega$ ; find **current**
- 5) 3.3V at 0A, find **resistance**



# Units

- **Mega:** 1,000,000
  - Mega-ohms:  $1,000,000\Omega = 1\text{M}\Omega$
- ★ • **Kilo:** 1,000
  - Kilo-ohms:  $1,000\Omega = 1\text{k}\Omega$
- ★ • **Milli:** 1/1,000
  - Milliamps:  $0.001\text{A} = 1\text{ mA}$
  - Millivolts:  $0.100\text{ V} = 100\text{ mV}$
- **Micro:** 1/1,000,000
  - Microamps:  $1\text{A} = 1,000,000\ \mu\text{A}$
  - Microvolts:  $1\text{V} = 1,000,000\ \mu\text{V}$



# Circuits

# Sample Circuit

GPIO connections to CPU for reading

- Current  $\sim 0A$  in/out of CPU when reading

Resistor

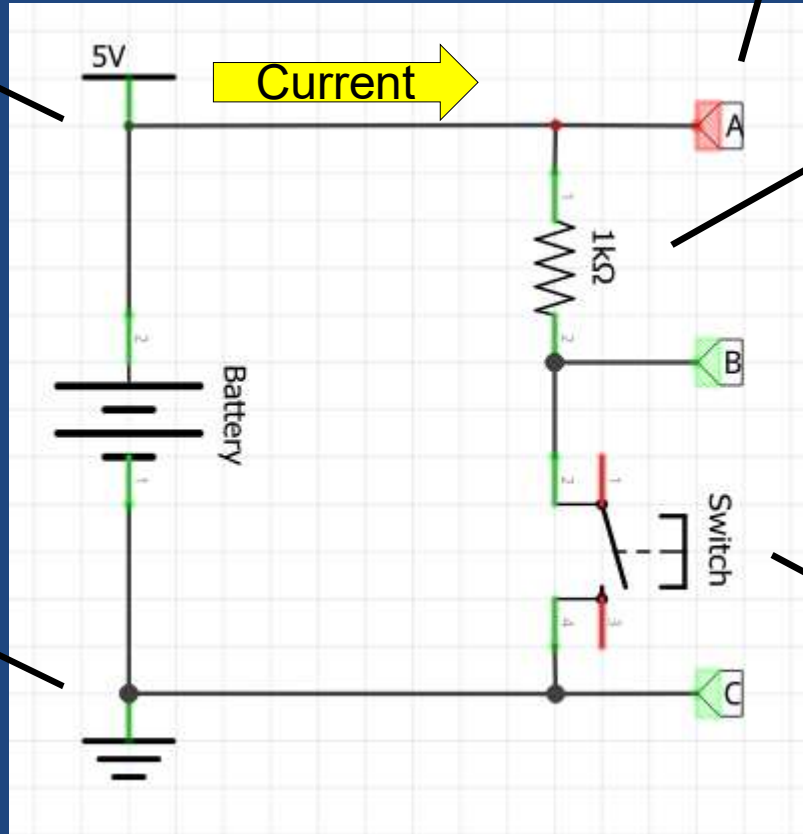
- Coloured bands tell ohms
- Not directional

Switch

Open:  $\infty\Omega$   
Closed:  $0\Omega$

Power:  
VDD or VCC

Ground:  
GND or



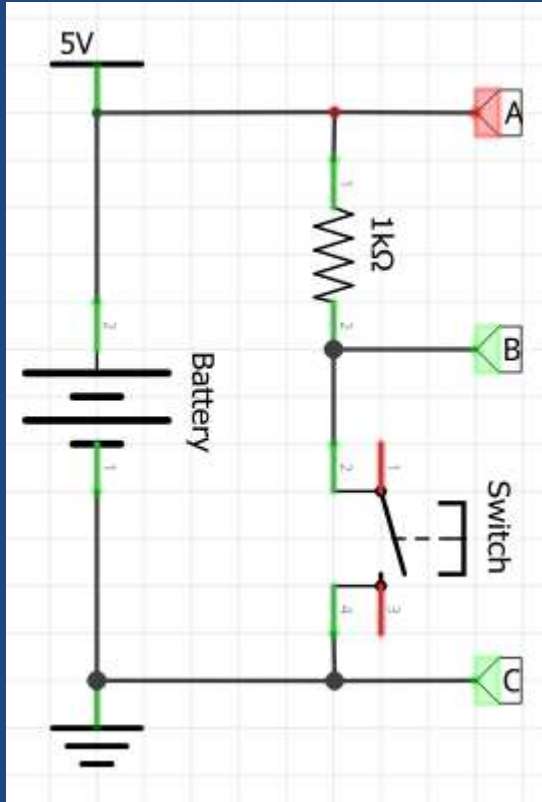
# Solving Circuits

- Each components in circuit
  - - Wires assumed to be  $0\Omega$
    - Sum of all voltages lost in circuit =..
    -
- Usual approach to solving a single path circuit
  1. Find the voltage of the source
  2. Find resistance of the circuit
    - = sum resistances of each series component
  3. Solve current

# Solving Circuits Examples

- With switch **open** (not connected), solve:

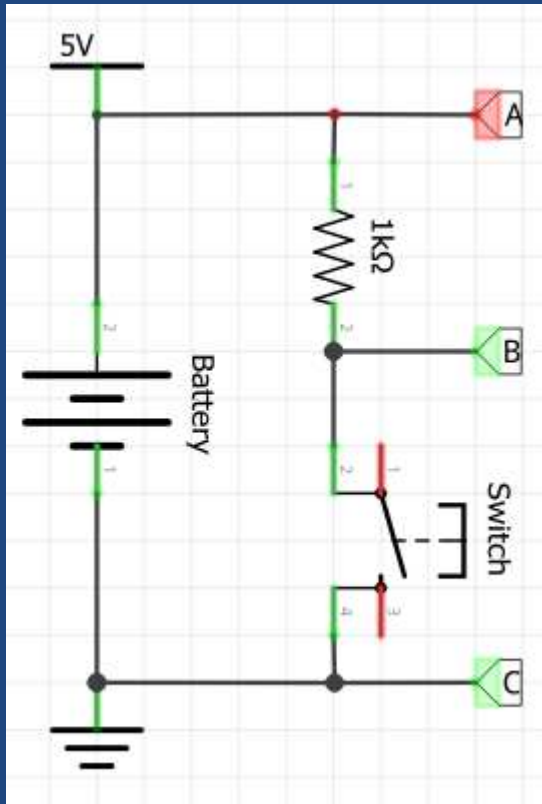
- Resistance of circuit
- Current through switch
- Current through resistor
- A's voltage
- B's voltage
- C's voltage



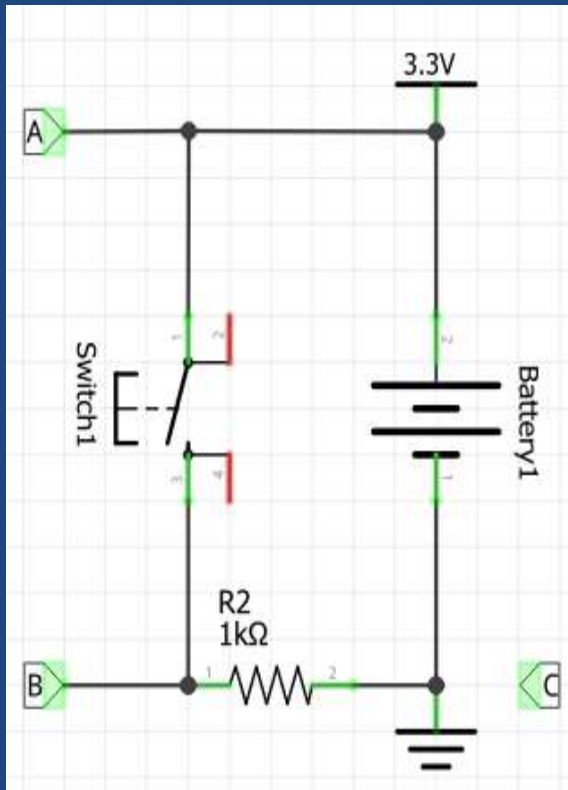
# Solving Circuits Examples (cont)

- With switch **closed** (connected), solve:

- Resistance of circuit
- Current (through resistor or switch)
- A's voltage
- B's voltage
- C's voltage

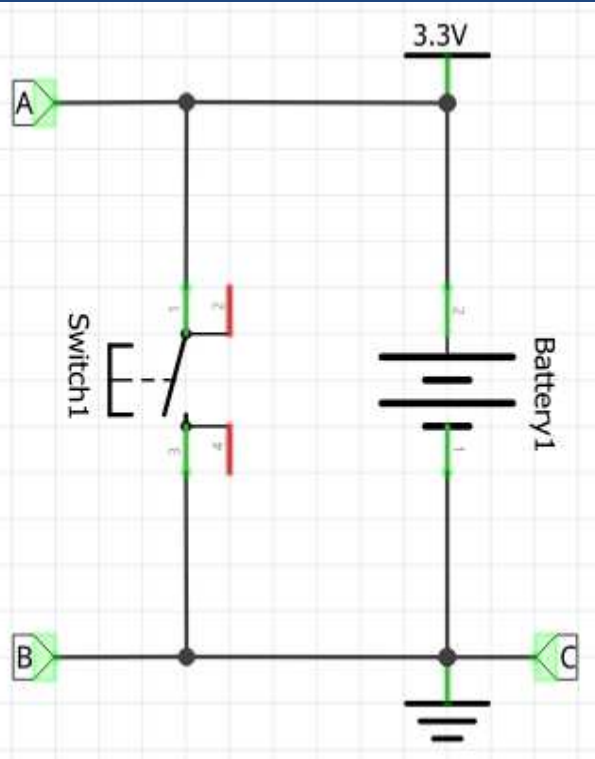


# Exercise #1



	Switch Closed	Switch Open
I through Resistor		
I through Switch		
V at 'A'		
V at 'B'		
V at 'C'		

# Exercise #2

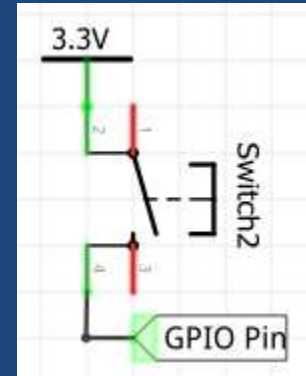


	Switch Closed	Switch Open
I through Switch		
V at 'A'		
V at 'B'		
V at 'C'		



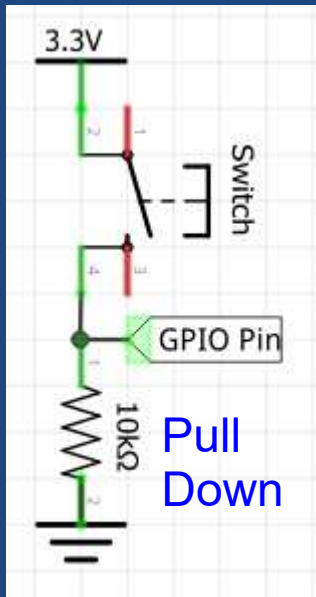
# Pull-up / Pull-down

- What does 'GPIO Pin' read when:
  - switch closed? ..
  - switch open? ..

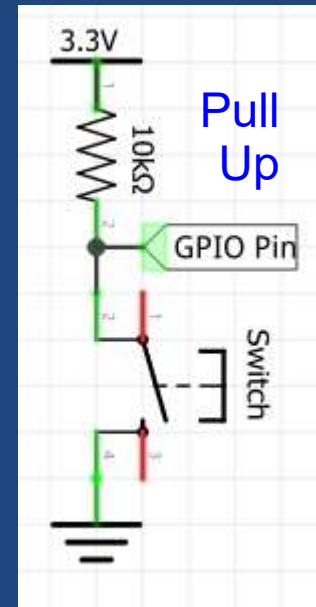


- Solution

- Pull-down resistor: ..



- Pull-up resistor: add large value resistor to 3.3v



# Exercise: Smoke and Divider

- If GPIO Pin is an input pin on the BBG, what does this circuit do?
  - Assume 0A current into input GPIO

..

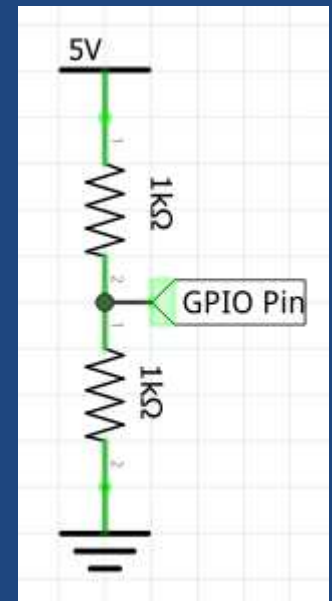
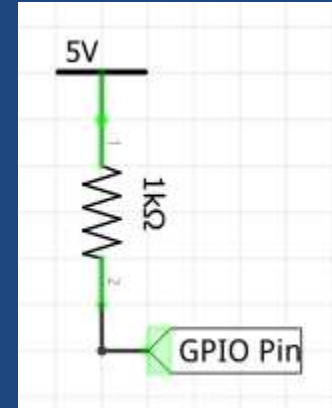
..

- What does GPIO Pin read?

..

..

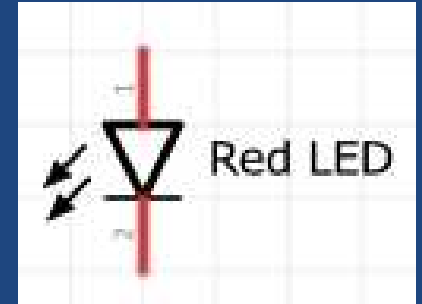
Intuition: ..



# LEDs and Breadboards

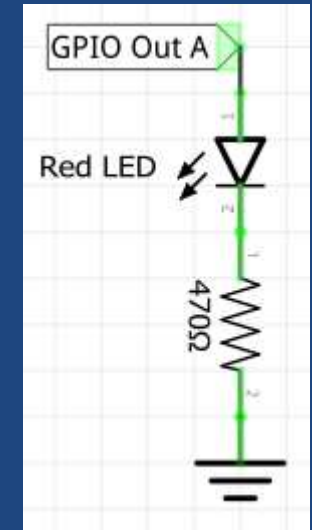
# LED

- LED = Light Emitting Diode
  - LEDs require a current to turn on: the more current, the brighter.
  - Too much current: damage it.
- Details
  - Diodes only allow current to flow one way: in direction of arrow.
  - Don't wire an LED in backwards.
  - We'll treat LEDs as a current device, not affecting V (LEDs have a voltage drop across them of  $\sim 0.7V$  We'll ignore this in this course.)



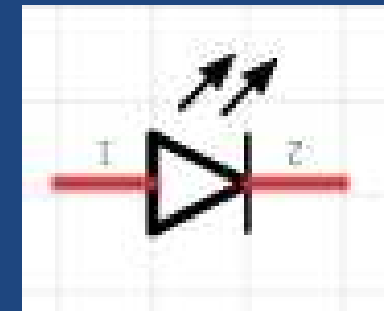
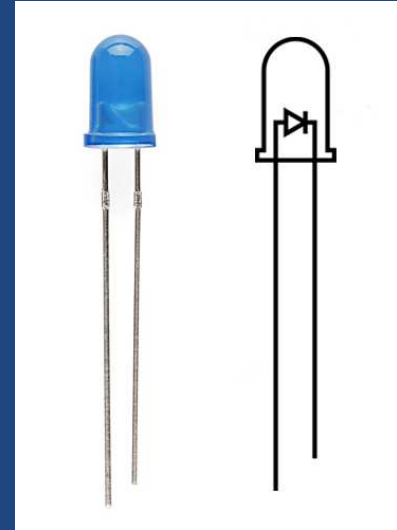
# LED (cont)

- If 'GPIO Out A' is set to 1 (3.3V), what is **current through 'Red LED'**?
  - Safe case: Assume no LED voltage drop.
  - ..
  - ..
- **Current Limiting Resistor**
  - Added to reduce current through circuit.
- **What resistor** should you use if the LED requires **5mA** to turn on? (3.3V source, no LED voltage drop)
  - ..
  - ..
  - ..



# LED wiring

- LEDs must be wired in correct direction to turn on
  - Longer lead (wire) is + side (Anode)
  - Shorter lead (wire) is – side (Cathode)
- In reverse, they block all current until voltage exceeds their maximum reverse voltage, at which point the LED could be damaged.



# Review Questions

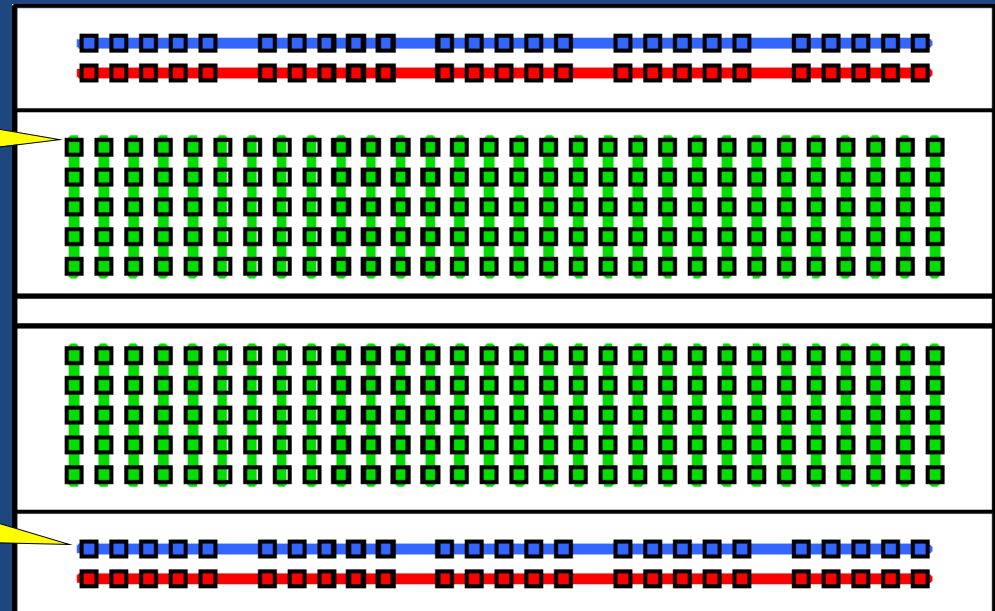
- Suggested circuit drawing questions  
(try on your own time)
  - Draw a circuit which turns on an LED when you press a button.
  - Draw a circuit which turns on an LED when you set a GPIO pin to high.
  - Draw a circuit which turns on an LED when you set a GPIO pin to low.

# Breadboard

- Breadboard used to wire circuits without soldering
  - + and - bars on both top and bottom
  - Columns of 5 slots all connected.
  - Columns on top half **not** connected to columns on bottom half.

All 5 slots in this column are connected.

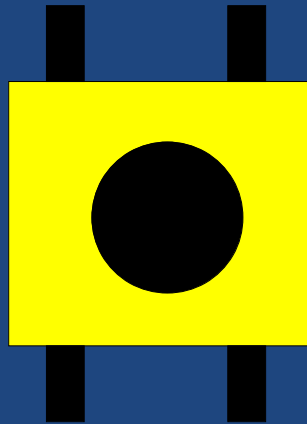
All 25 slots in this bar are connected.  
(not connected to top one)



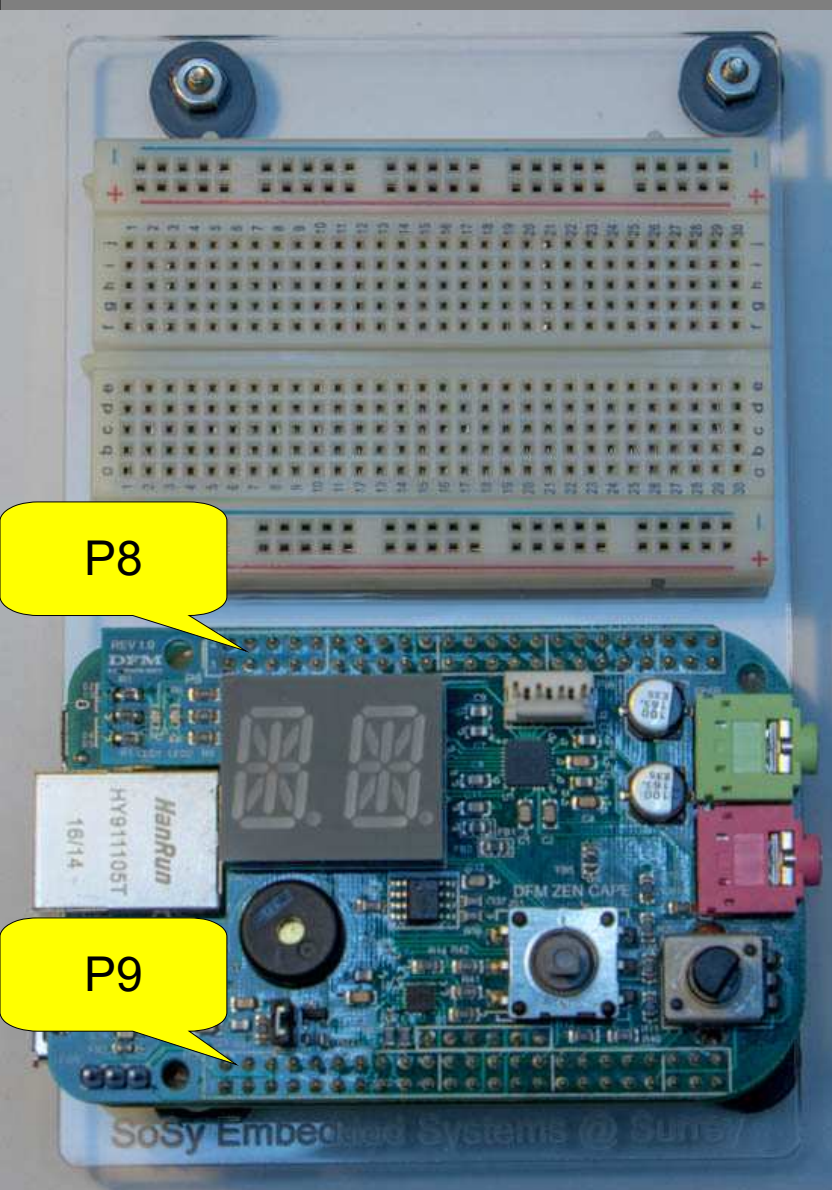


# Push Button

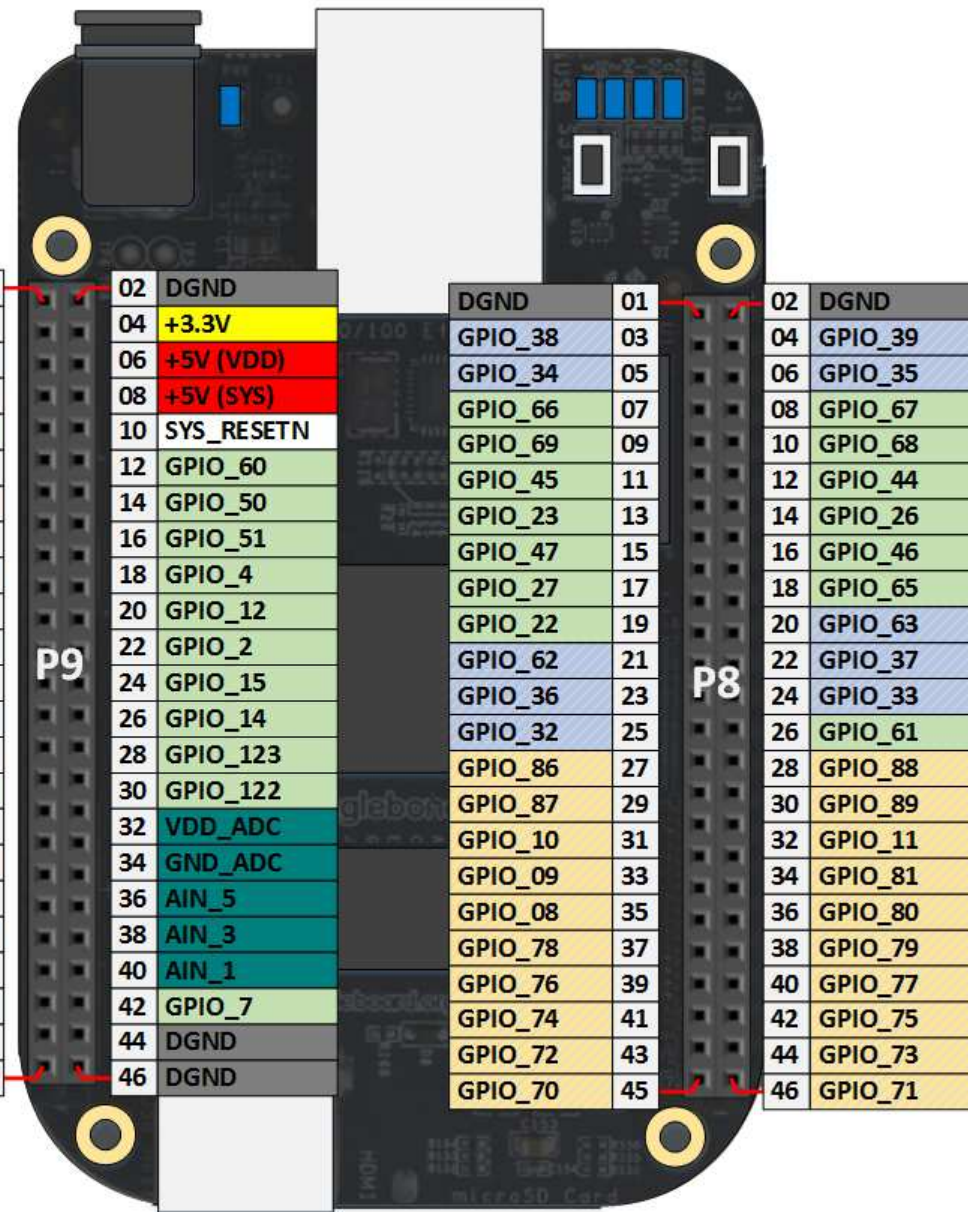
- **Our Push Buttons**
  - 4 pins (2 top, 2 bottom)
  - Pressing button shorts (0 ohms) across top pins; and across bottom pins.



# Pins

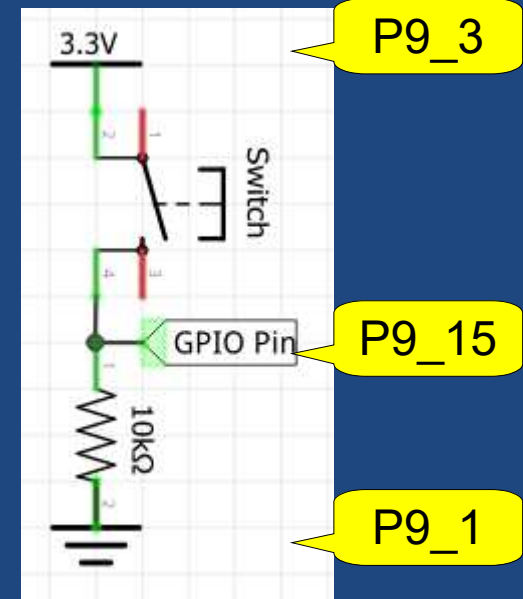


DGND	01
+3.3V	03
+5V (VDD)	05
+5V (SYS)	07
PWR_BUT	09
GPIO_30	11
GPIO_31	13
GPIO_48	15
GPIO_5	17
GPIO_13	19
GPIO_3	21
GPIO_49	23
GPIO_117	25
GPIO_115	27
GPIO_121	29
GPIO_120	31
AIN_4	33
AIN_6	35
AIN_2	37
AIN_0	39
GPIO_20	41
DGND	43
DGND	45

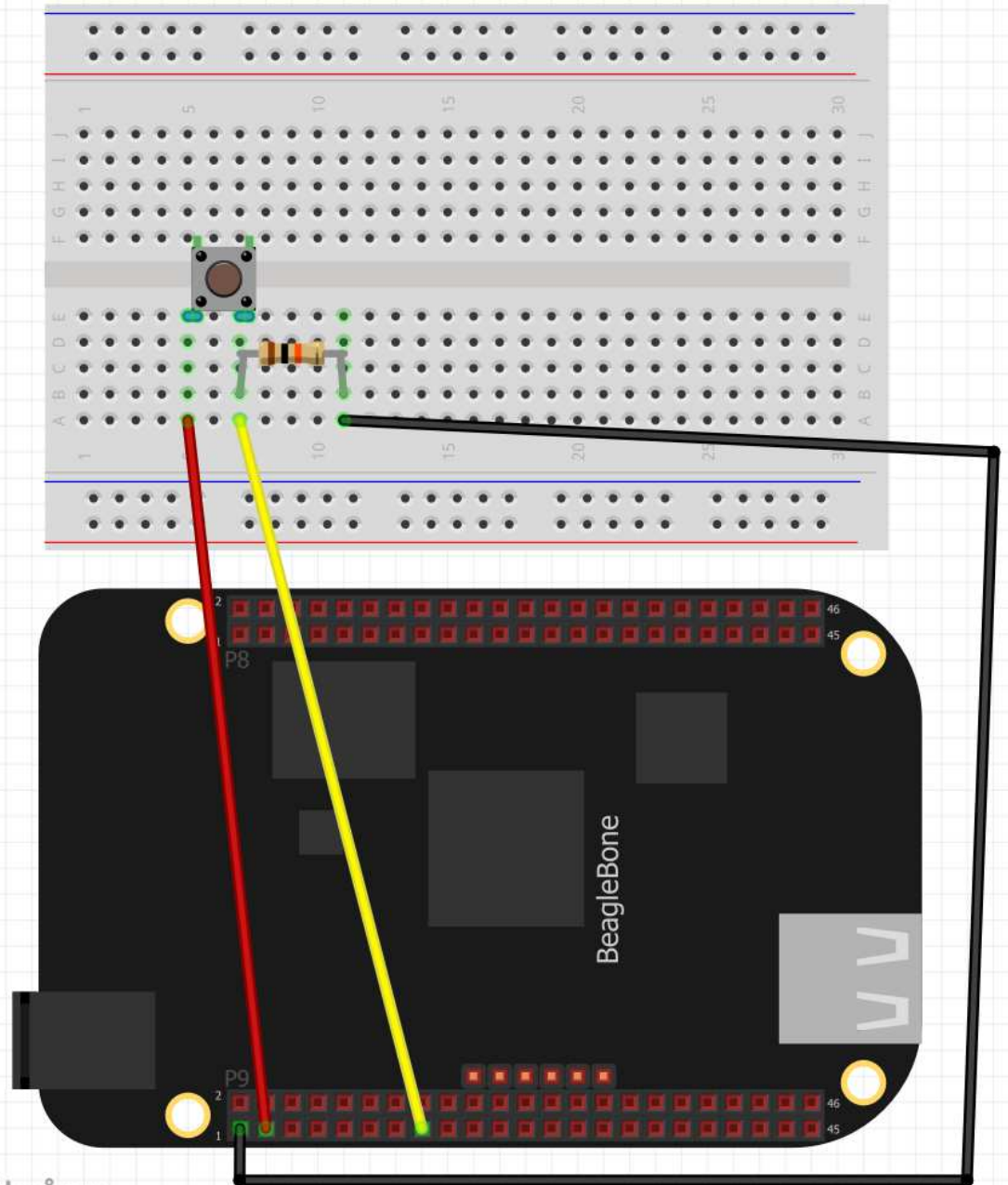
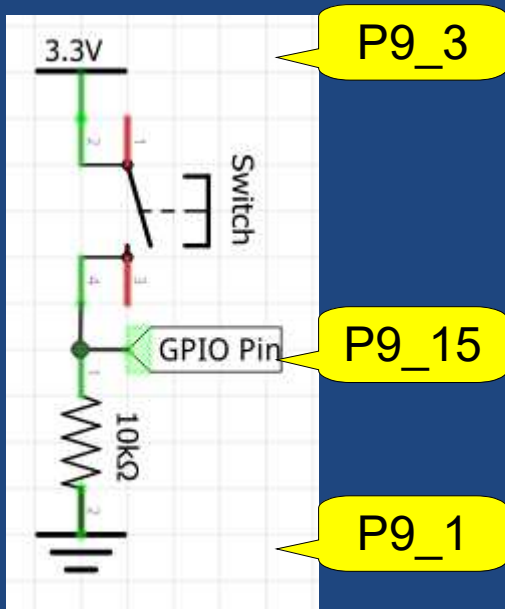


# Breadboard Example

- Wire BSG to read if button is pressed
  - Start by drawing circuit.
  - Then pick BSG pins
    - 3.3V: P9\_3 or P9\_4
    - GPIO Pin: P9\_15
    - Gnd: P9\_1 or P9\_2
  - Finally wire up & test
    - (Next slide)

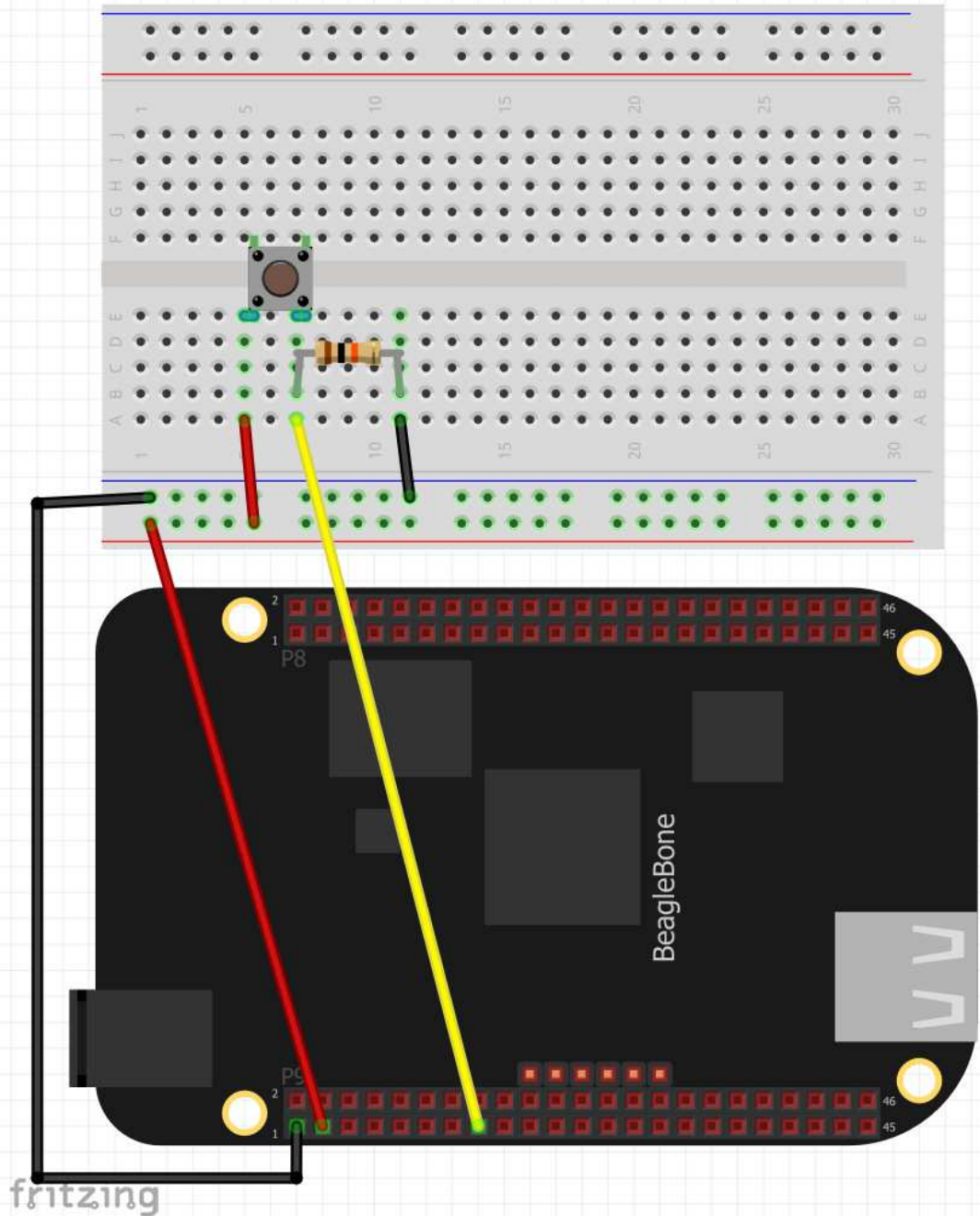
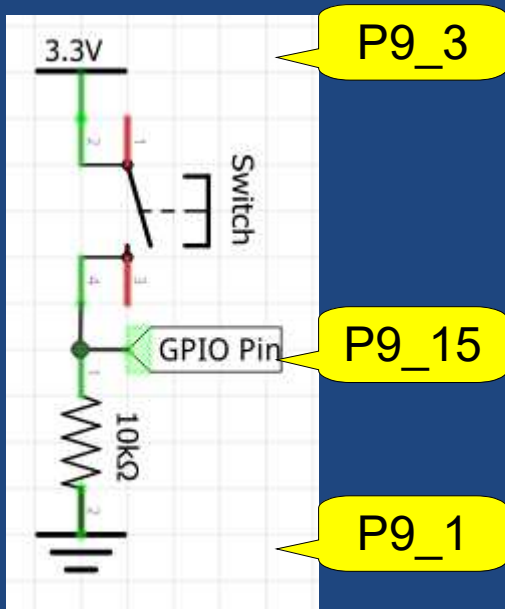


# Wiring





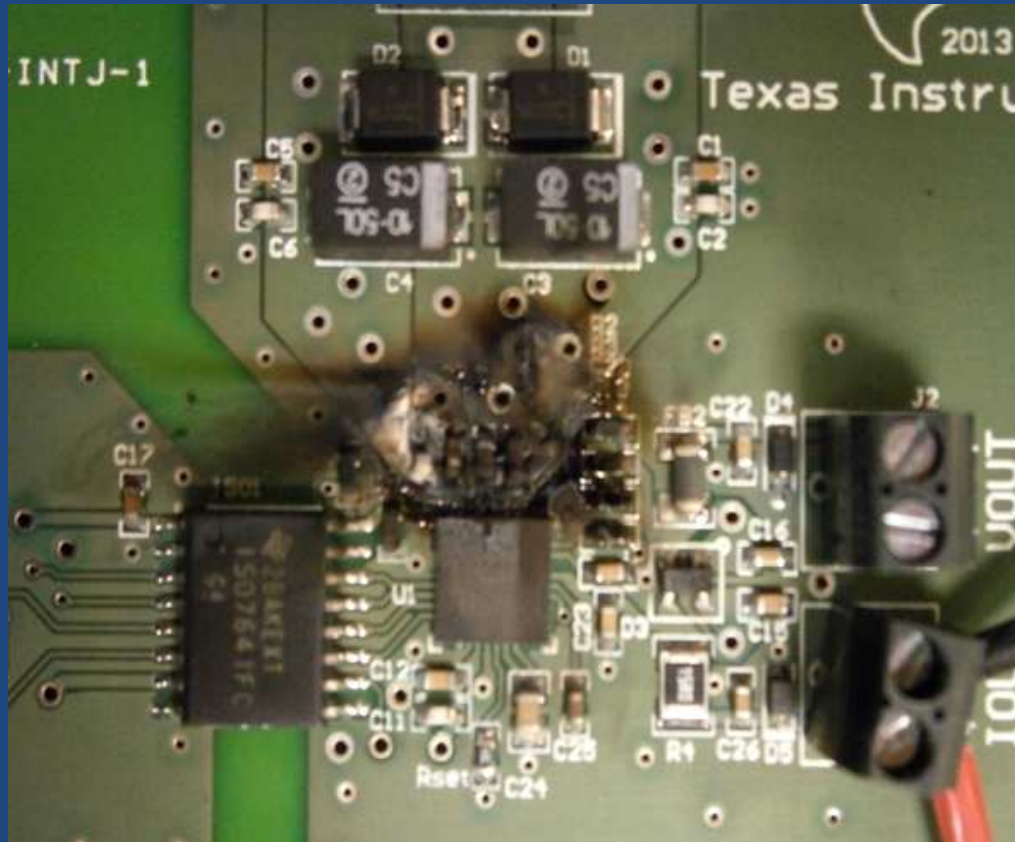
# Alt. Wiring



# Power

- **GPIO** pins give +3.3V
  - Can **source 6mA** (current out of pin)
  - Can **sink 8mA** (current into pin)
- **A2D** reference gives +1.8V
- **USB** gives +5V
  - **VDD\_5V** is powered from USB directly
  - **SYS\_5V** is through on-board voltage regulator

# How to damage your board



# How to fry your BeagleBone

- Draw too much current from 3.3v
  - total current to BBG < 500mA
  - ..
- Over-current GPIO pins
  - Can source 6mA (current out of pin)
  - Can sink 8mA (current into pin)
- Apply too much voltage to CPU pin
  - GPIO [tollerates 0v - 3.3v]
  - A2D [tollerates 0v - 1.8v]



# Other Systems

- **Raspberry Pi**
  - may tolerate higher voltages if current is low; not so with BBG
  - Don't let GPIO go  $> 3.3V$ , even at low current
- **Arduinos run at 5V**
  - Many Arduino peripherals need level shifters to work with BBG's 3.3V GPIO
- **12V Fans**
  - It's 12V! Be careful! Use a relay to turn on/off
- **Motors**
  - Need a motor driver chip to turn drive the motor

# Tips

- 1) Draw out your circuit on paper before wiring it.
- 2) Wire your circuit with the power off.
- 3) Double check wiring before powering on!
  - Not as easy as “recompile” to fix HW errors.
- 4) If it does not work, don't just try things till it works.

# Summary

- Ohm's Law:  $V = I * R$ 
  - Solve a circuit by finding resistance across a voltage to solve the current.
- Components
  - Switches: Open or closed
  - LED: current turns on
  - Resistor
- Be mindful of HW limits:  
don't fry your board!