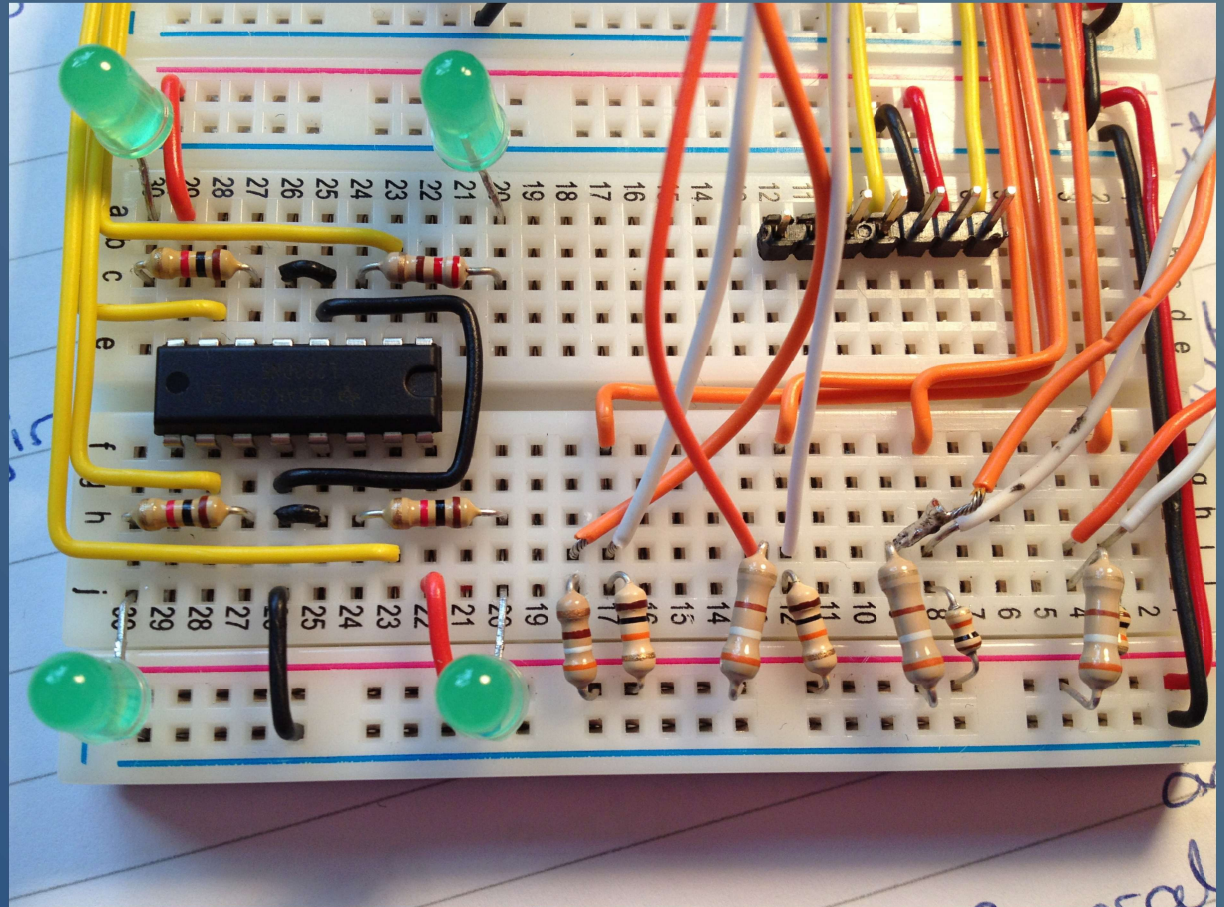


Intro to Electronics

(Greatly abbreviated)



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: $1\text{A} = 1,000,000\text{ }\mu\text{A}$

- Microvolts: $1\text{V} = 1,000,000\text{ }\mu\text{V}$

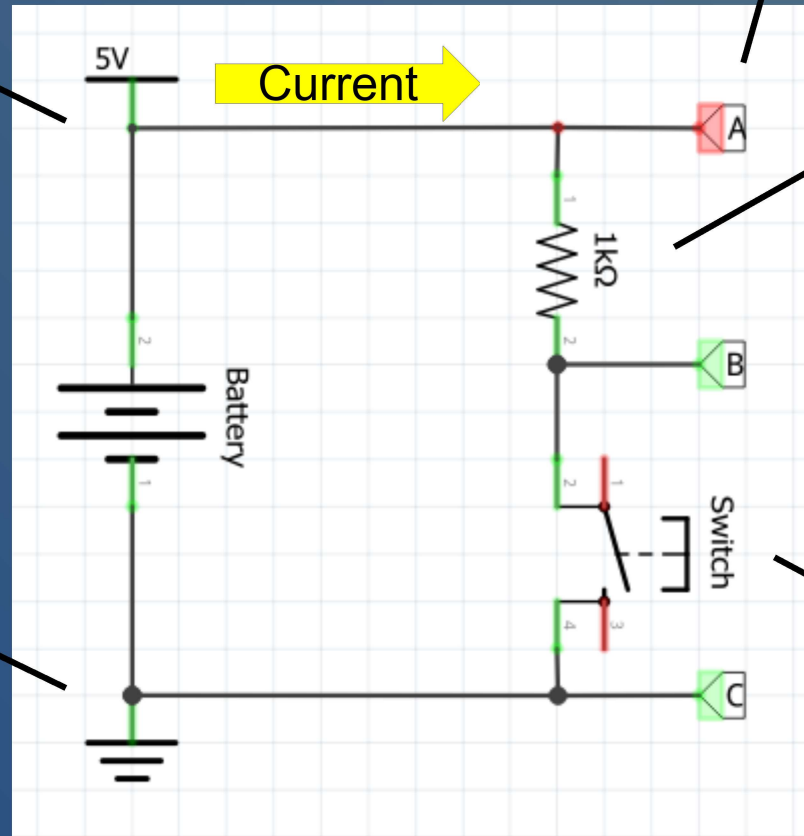


Circuits

Sample Circuit

Power:
VDD or VCC

Ground:
GND or



GPIO connections
to CPU for reading

- Current $\sim 0\text{A}$ in/out of CPU when reading V

Resistor

- Coloured bands tell ohms
- Not directional

Switch

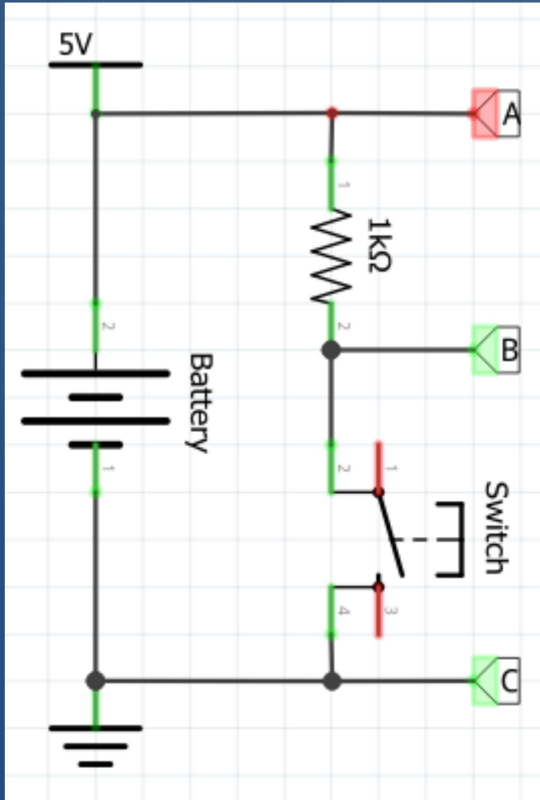
Open: $\infty\Omega$
Closed: 0Ω

Solving Circuits

- Each components in circuit
 - ..
 - Wires assumed to be 0Ω
 - 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:

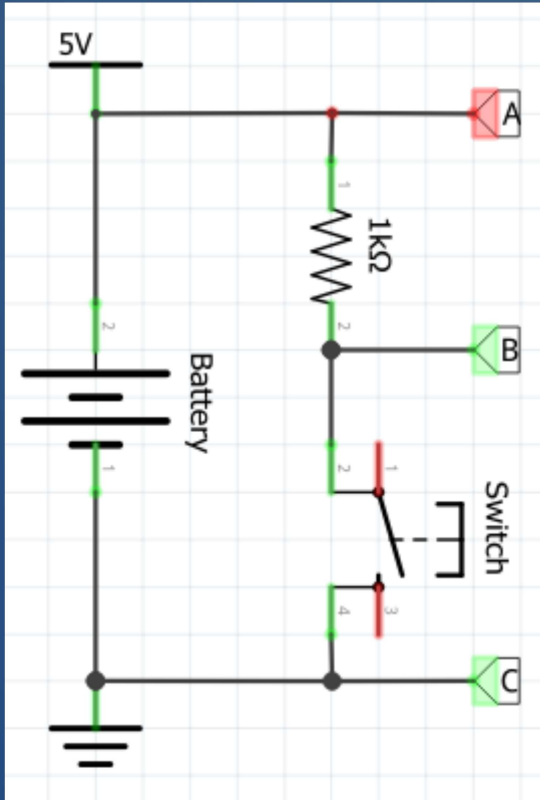


- Resistance of circuit
- Current through switch
- Current through resistor
- A's voltage
- B's voltage
- C's voltage

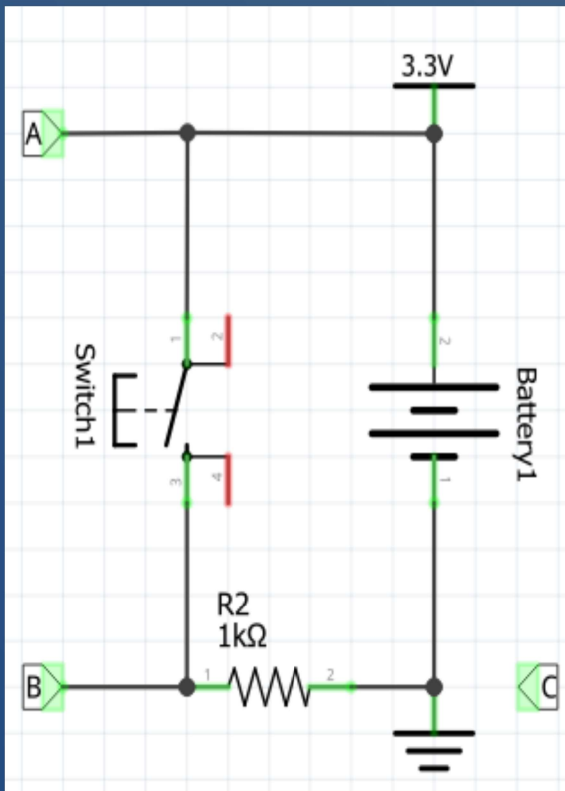
Solving Circuits Examples (cont)

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

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

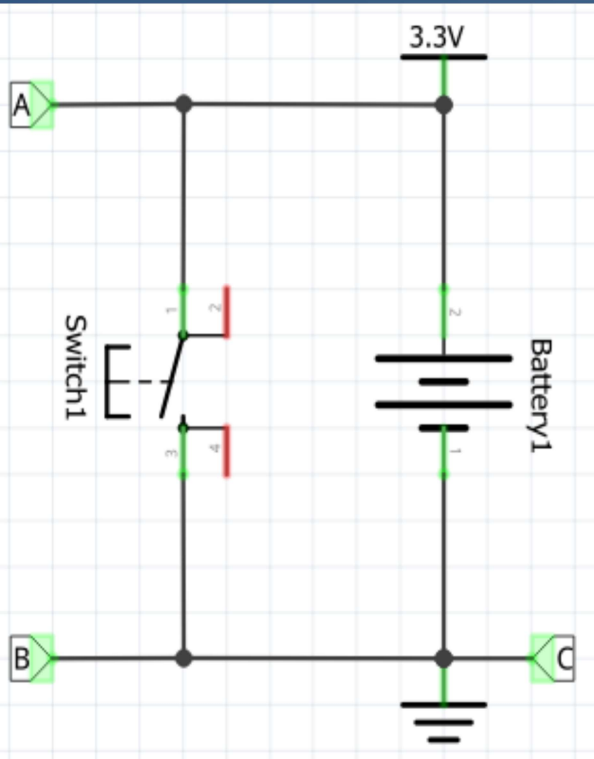


Exercise #1



	Switch Closed	Switch Open
I through Resistor	$3.3V / 1k = 3.3mA$	0A
I through Switch	3.3mA	0A
V at 'A'	3.3V	3.3V
V at 'B'	$3.3V$ $0V + V_r$ $= 0V + I_r * R_r$ $= 0 + 3.3mA * 1000$ $= 3.3V$	0V
V at 'C'	0V	0V

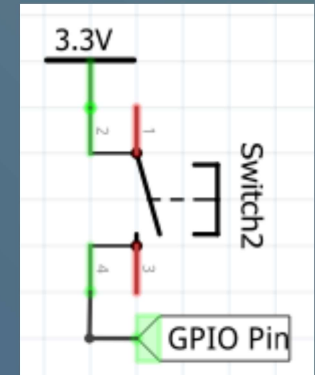
Exercise #2



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

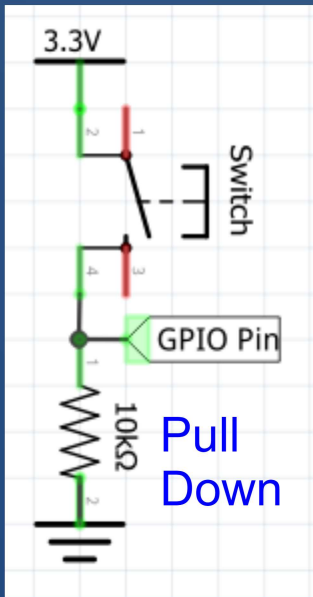
Pull-up / Pull-down

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

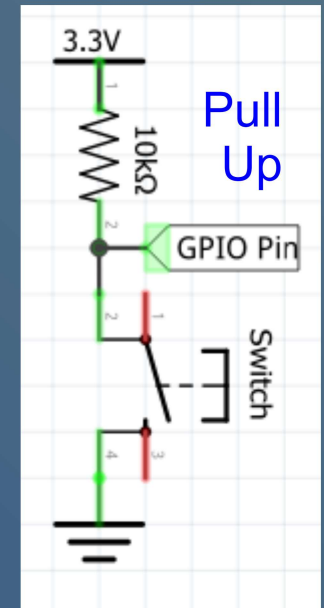


- Solution

- Pull-down resistor: ..



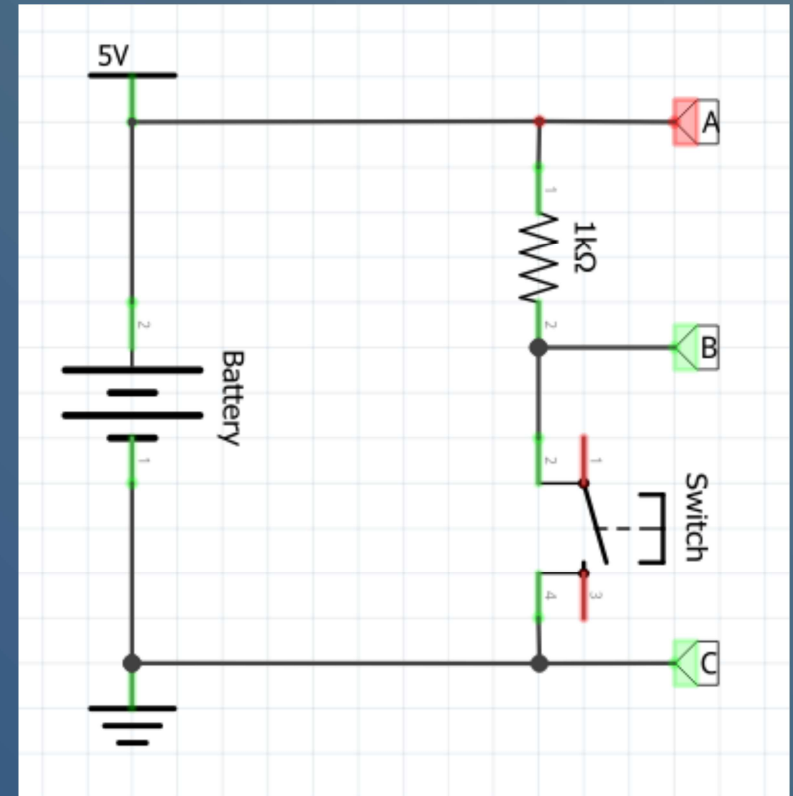
- Pull-up resistor:
add large value resistor to 3.3v



ABCD: Button

- Where should we connect the GPIO to read the switch?

- a) Read A: 1 when pressed, 0 when open
- b) Read A: 0 when pressed, 1 when open
- c) Read B: 1 when pressed, 0 when open
- d) Read B: 0 when pressed, 1 when open

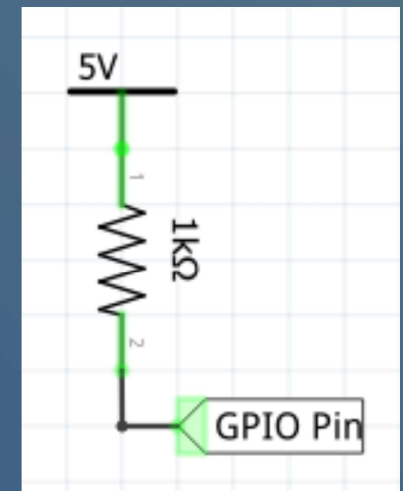


Exercise: Smoke

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

..

..



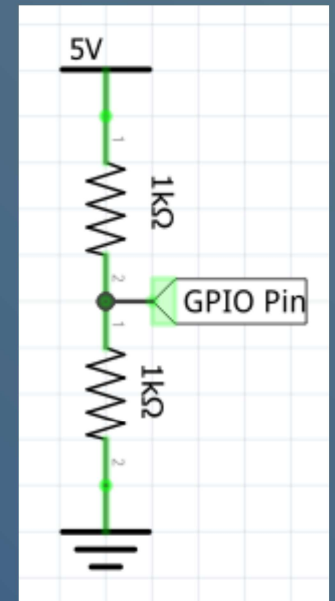
Exercise: Divider

- What does GPIO Pin read?

..

..

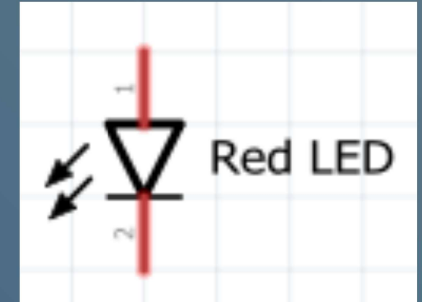
Intuition: ..



LEDs and Breadboards

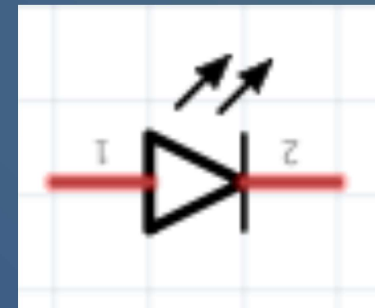
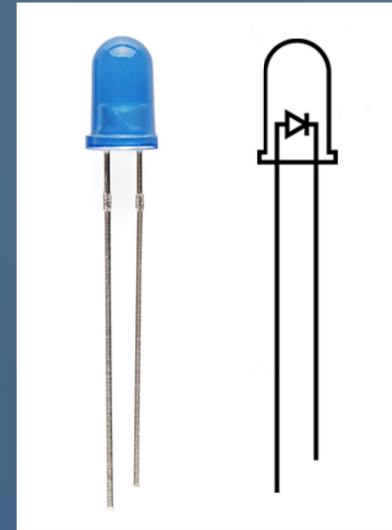
LED

- 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 $\sim 2V$)



LED wiring

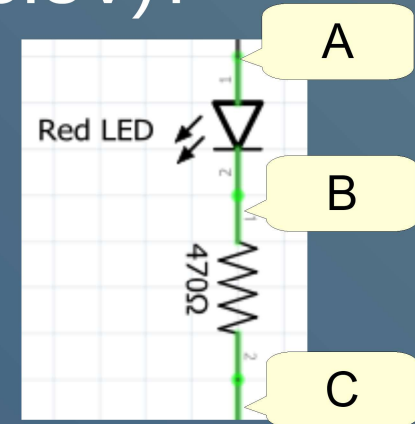
- LEDs must be wired in correct direction to turn on
 - Longer lead (wire) is + side (Anode)
 - Shorter lead (wire) is – side (Cathode)
- In reverse, they block all current until voltage exceeds their maximum reverse voltage, at which point the LED could be damaged.



ABCD: LEDs

- What should be connected to make the LED turn on when the **GPIO pin is a 1** (3.3V)?

- a) GPIO to A, GND to C
- b) GND to A, GPIO to C
- c) 3.3V to A, GND to C
- d) GPIO to A, GND to B

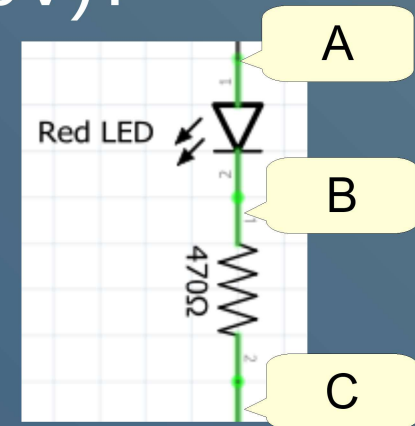


ABCD: LEDs

- What should be connected to make the LED turn on when the **GPIO pin is a 0** (0V)?

- a) GPIO to A, GND to C
- b) GND to A, GPIO to C
- c) 3.3V to A, GND to C
- d) GPIO to A, GND to B

3.3V at A
GPIO at C



Review Questions

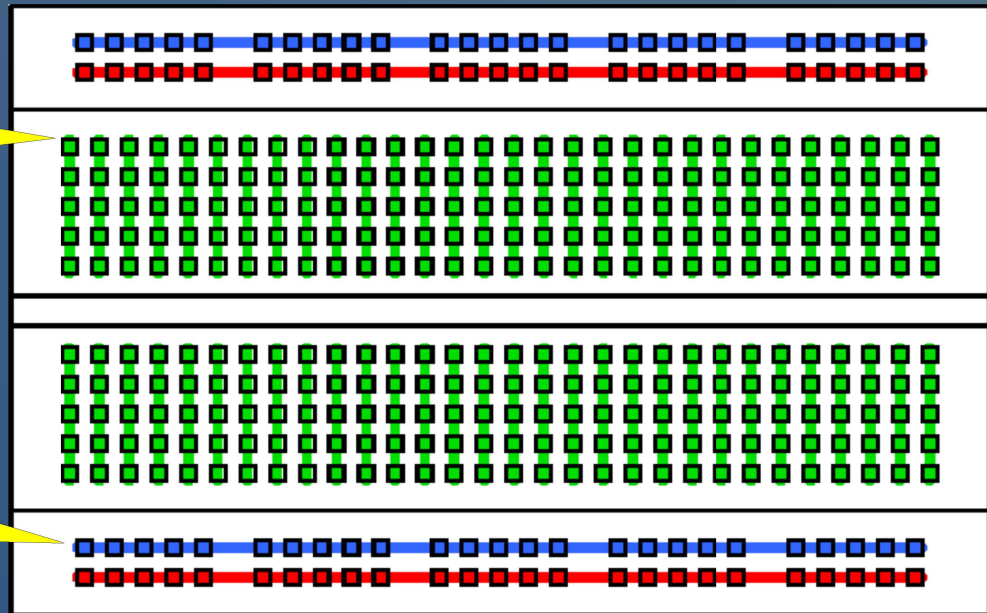
- Suggested circuit drawing questions
(try on your own time)
 - Draw a circuit which turns on an LED when you press a button.
 - Draw a circuit which turns on an LED when you set a GPIO pin to high.
 - Draw a circuit which turns on an LED when you set a GPIO pin to low.

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)



Reading Button

```
brian@BeagleBone:~$ gpiofind GPI04
```

```
gpiochip1 38
```

```
brian@BeagleBone:~$ gpioget gpiochip1 38
```

```
0
```

```
brian@BeagleBone:~$ gpioget gpiochip1 38
```

```
1
```

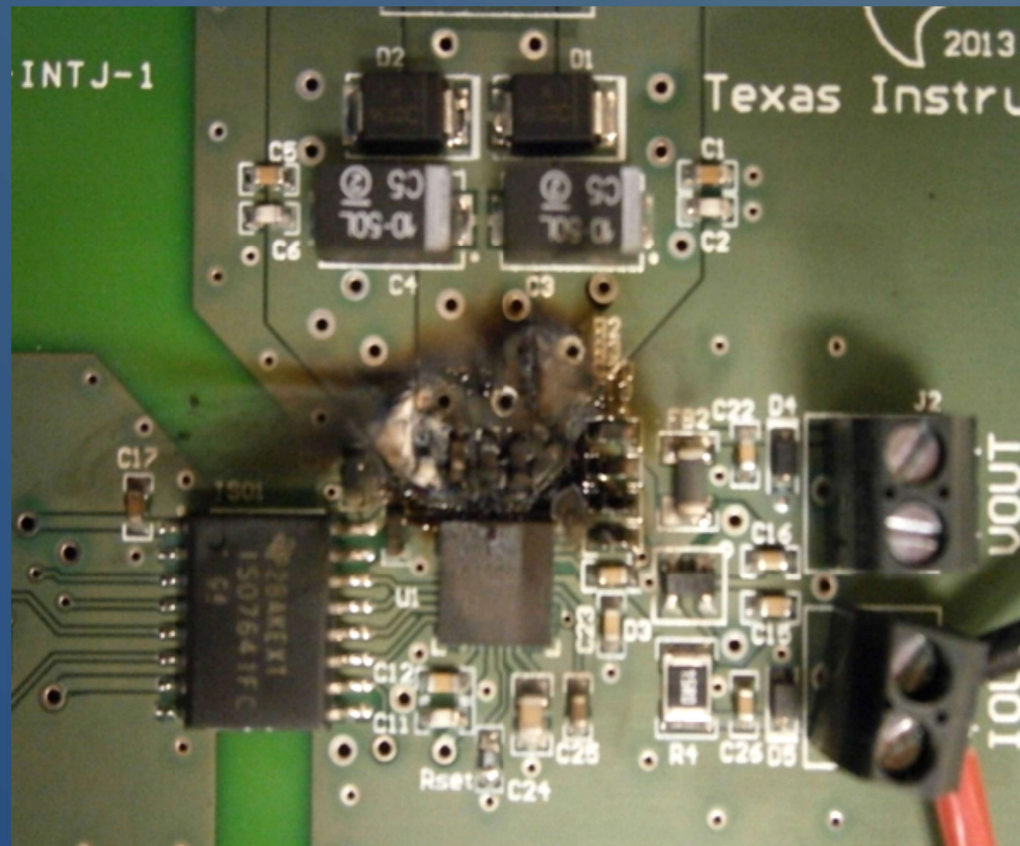
Not pressed

Pressed

Power

- **GPIO** pins give +3.3V
 - Can **source** 9mA (as “Output” at 3.3V = on)
 - Can **sink** 5mA (as “Output” at 0V = off; current in)
- **USB** gives +5V
 - **VDD_IN_5V** is powered from USB directly
 - Note: You likely want to use the +3.3V pins for most things instead of the +5V

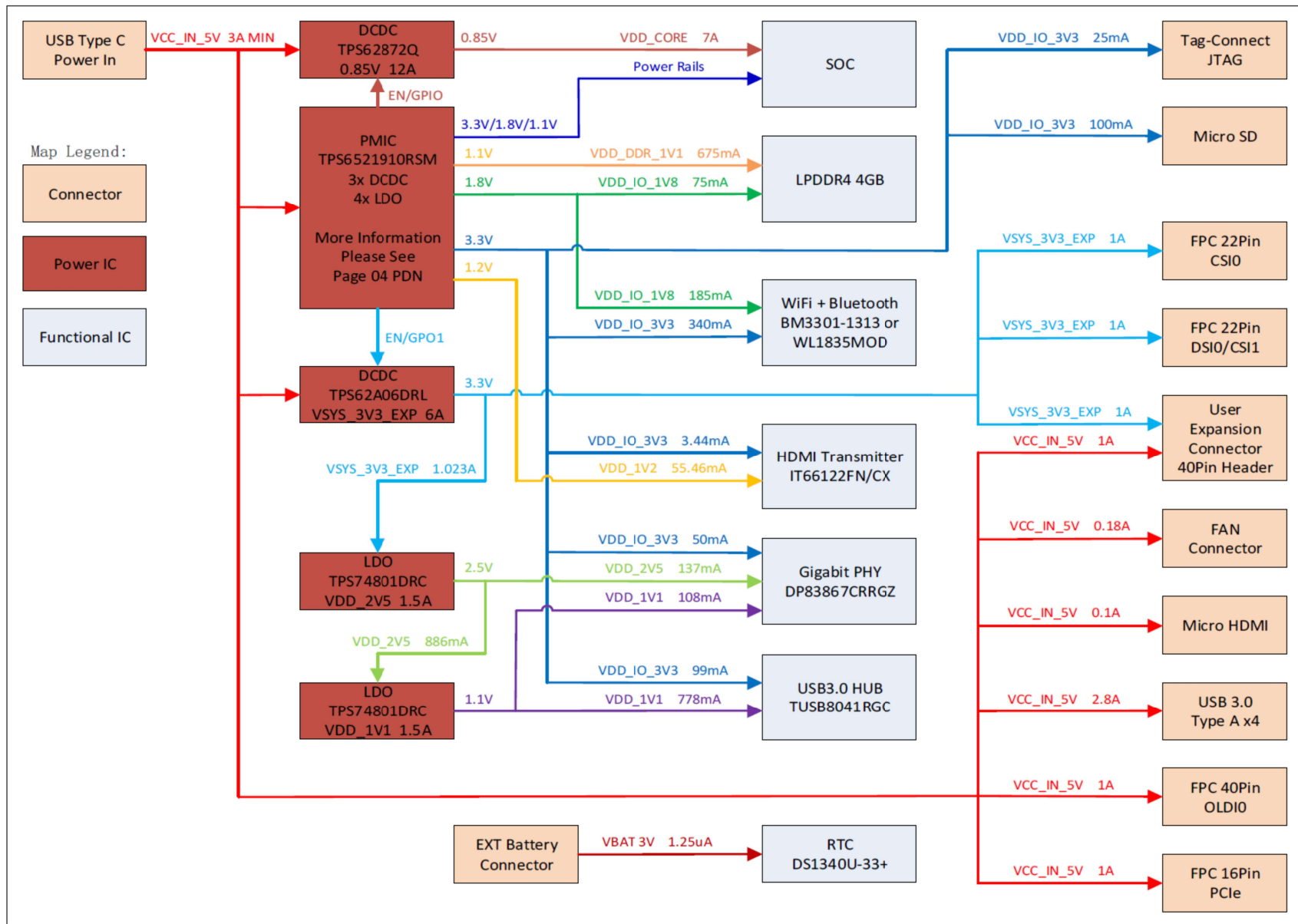
How to damage your board



How to fry your BeagleY-AI

- Draw too much current on header
 - total current from 3.3V ≥ 1000 mA
 - total current from 5.0V ≥ 1000 mA
 - short circuit to ground anything with power (damage voltage regulator)
- Over-current GPIO pins
 - Can source 9mA (current out of pin when output at 3.3V)
 - Can sink 5mA (current into pin when output at 0V)
- Apply too much voltage to CPU pin
 - GPIO [tollerates 0v - 3.3v]
 - A2D [tollerates -0.3v - 3.6v]
- BeagleY-AI USB-C
 - Can use (draw) up to 3A from USB-C to power board.

POWER FLOW DIAGRAM



Other Systems

- **Raspberry Pi**
 - may tolerate higher voltages if current is low; not so with BYAI
 - Don't let GPIO go $> 3.3V$, even at low current
- **Arduinos run at 5V**
 - Many Arduino peripherals need level shifters to work with BYAI'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!